



RANDOMIZING AND HOMEBREWING HEROQUEST RULES SO THE GAME WON'T GET DULL

By ThatAnimeSnob, last update May 2023

The best thing about HeroQuest is how easily you can randomize every little detail. In this long line of topics I will be proposing ways to randomize the game and (in theory) throw away the need for a player to be the dungeon master (Zargon). Because everything will be randomized, get it? No need for hidden maps and whatnot. I will also add all sorts of mechanics from other games I have played for those players who got bored of the simple gameplay.

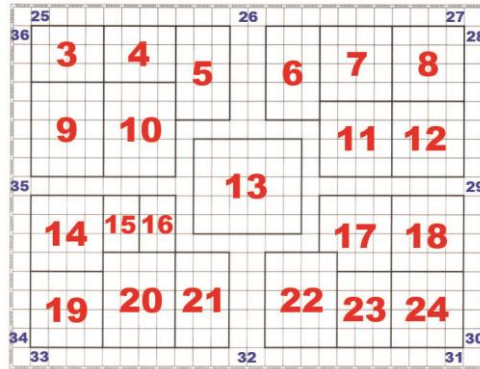
Obviously no player has to add every single randomizer and mechanic I propose; it's all done for spicing up the game in some aspects one might not like. Because in case it wasn't obvious already, the original game was made as an introduction to fantasy role playing games, and as such it was kept simple so anyone can learn how to play it in less than an hour.

The prime reason I made all these rules is for preventing the game from getting dull exactly because the game is simple. Most players lose interest when they get to the first expansions and realize there aren't that many differences or a lot of extra. Also, exactly because the core game uses specific maps for each quest, the replayability lowers considerably if you remember where each important item and room is. The element of surprise and the excitement of exploration will not be there anymore. Some went through the trouble to create alternative maps for those who replay the same quest (because they got wiped out, usually). I will do something more extreme and offer you ways to customize everything so the quest will never be the same. I will also temper with every rule in the game in case you don't like some of them (classic examples are how overpowered the Crossbow is or how silly it is to drink a healing potion as soon as you get to zero Body Points).



VARIANT NO.1) ROOM RANDOMIZER

The most basic variant you can do is to shuffle around the content of preexisting Quests, so that they will be different every time you play them. By using the image below you can place room contents in different locations. If you roll 3 12-sided dice you can determine the starting location. You know, the place where you begin each quest. It's either the staircase (core game) or the entrance door (expansions).



With 3 8-sided dice you can then shuffle around the rooms. Alternatively, you can give a number to each room of an official quest, and have folded pieces of paper with their number on them. Whenever the heroes open a door, draw a paper to determine in which room the heroes walked in.

In order to prevent important rooms (the ones with the evil boss or an artifact) to be discovered right away, their paper will not be added with the rest until half or more of the rooms have been explored.

The same logic can apply to corridors. Each corridor of an official Quest can be given a number. When the heroes reveal a new corridor, draw a paper that defines how long it is, and how many doors or traps or monsters it has in it.

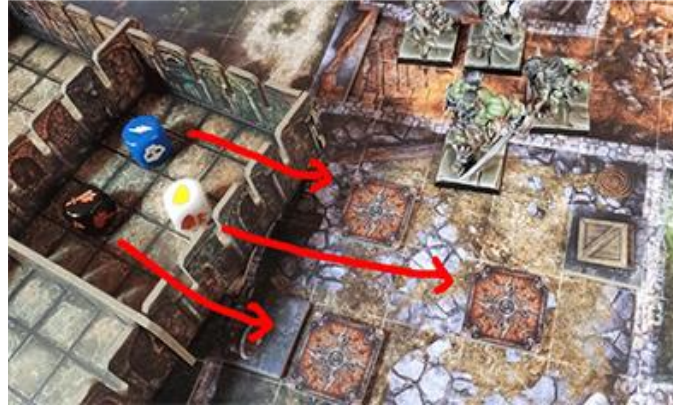


When your entrance door leads to a freaking death trap

VARIANT NO.2) POSITION RANDOMIZER

The contents of a room can be shuffled around so they will not be in the same position all the time. Assign a distinctly colored marble or die to each creature, furniture, and trap in a room. Roll those marbles or dice in a small carton box. The position they stop is where you will place their corresponding piece in the room.

This is a trick I picked up from OrcQuest. Notice how the dice rolled inside the box on the left, determine where the enemy tokens will go to on the right.



Besides location you can also randomize contents in a room, by assigning a feature with a number on a die, and rolling a number of dice depending on the size of the room. If the room is:

- 1-6 squares in size, roll 1 die
- 7-9 squares in size, roll 2 dice
- 10-12 squares in size, roll 3 dice
- 13-18 squares in size, roll 4 dice
- 19-24 squares in size, roll 5 dice
- 25+ squares in size, roll 6 dice

The number of the die will designate what you place on the square it lands on.

- 1: Nothing (don't place anything there)
- 2: Door (place it on the closest wall)
- 3-4: Monster
- 5: Furniture
- 6: Trap

Once you determine what you will place, secondary rolls or cards can determine the type of monster or furniture or trap you will place there. I recommend a deck, since that way you avoid duplicates you might not have.

This is just a proposed allocation, using 6-sided dice. You can change it if you want more monsters or less traps by using dice with more sides (8, 10, 12, 20). More sides on a die can also help you determine easier what type of monster, furniture, or trap you will use.

This method can also be used for placing features in corridors. The die results are these:

- 1: Nothing (don't place anything there)
- 2: Door
- 3: Secret Passage
- 4: Monster
- 5: Boulder
- 6: Trap

1			2			3			4		5		6		

In this example, if the heroes reveal the corridor from the left side, they will roll up to 6 dice, one for each room. They will roll 1 die at a time for each portion of a corridor next to a room, stopping if they ever get a number for a Boulder (the corridor stops there). If they don't roll a Boulder, they will add the feature they roll in the middle of the corridor portion, and then they will proceed to the next die and corridor portion.

VARIANT NO.3)

PLACE EVERYTHING IN CORRIDORS WITH A SINGLE DIE ROLL

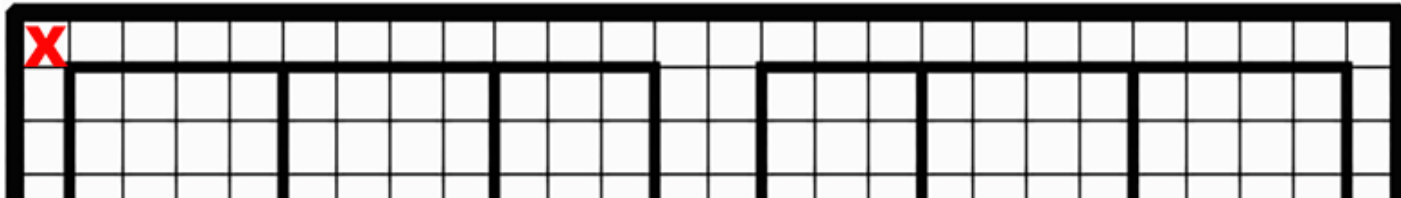
Do you want to randomly generate contents in a corridor, but you don't want to roll separately for each thing (doors, monsters, secret passages, or traps) that corridor might have? Just roll 2 6-sided dice every time the heroes reveal a new corridor.

ROLL	BOULDER	DOORS	MONSTERS	TRAP	S. PASSAGE
2	NO	NO	NO	NO	NO
3	NO	NO	NO	NO	YES
4	NO	NO	NO	FLOOR	NO
5	NO	NO	PATROL	NO	NO
6	NO	YES	NO	NO	NO
7	YES	NO	NO	NO	YES
8	YES	NO	NO	FLOOR	YES
9	YES	NO	AMBUSH	NO	YES
10	YES	YES	NO	NO	YES
11	YES	YES	NO	DOOR	NO
12	YES	YES	GUARD	NO	NO

Roll: The dice roll result (2 6-sided dice).

Boulder: If there is a boulder ending the corridor at some point. **NO** means you will not place a boulder.

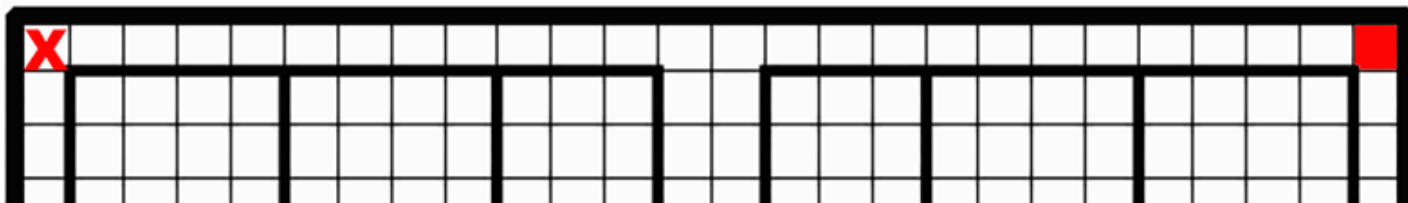
DON'T PLACE A BOULDER THIS WAY ->



YES means you will place a boulder on the corridor. Its location is defined by the Threat Level of the Quest and it can be one of the following:

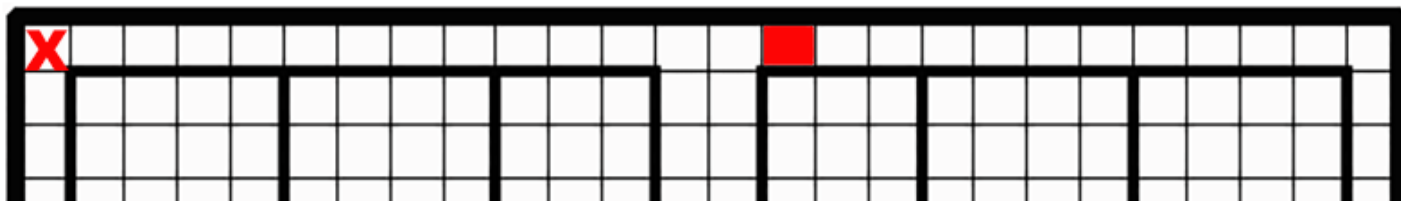
- **END:** Place the boulder at the far end of the corridor.

PLACE A BOULDER THERE



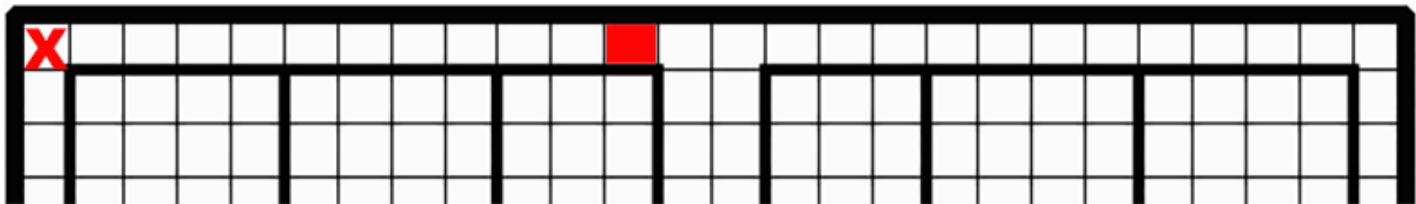
- **MIDDLE TURN:** Place the boulder in the middle of the corridor, without cutting off the turn. If there is no turn (because it's a shorter, inner corridor) then just place the boulder in the middle of it.

PLACE A BOULDER THERE



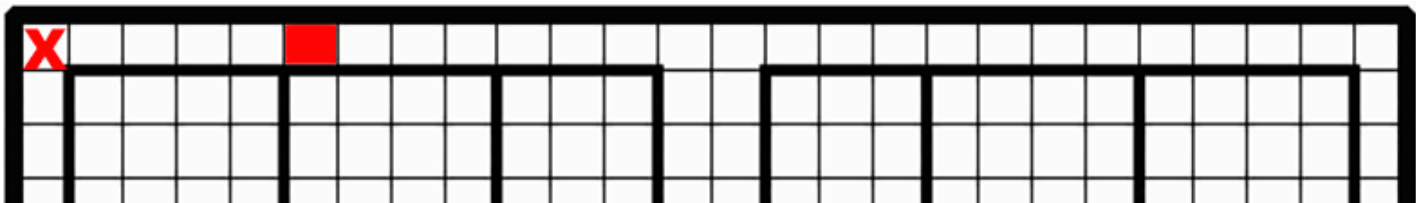
- **MIDDLE:** Place the boulder in the middle of the corridor, while cutting off the turn it might have.

PLACE A BOULDER THERE



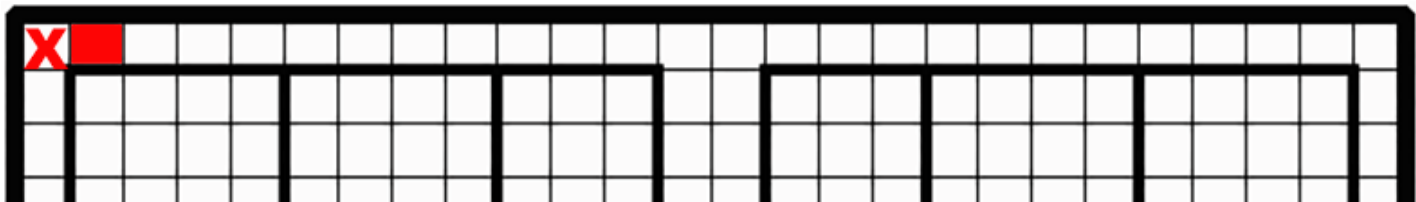
- **ROOM:** Place the boulder after one room.

PLACE A BOULDER THERE



- **START:** Place the boulder right next to the hero (in practice, there is no corridor).

PLACE A BOULDER THERE



Doors: This defines if you place door on the room walls or not. NO means you will not place any doors. YES means you will place doors. The maximum number of doors you will place depends on the Threat Level of the Quest and it will be between 1 and 3.

- If the Threat Level designates 1 door, you will place it at the farthest room of the corridor.
- If it designates 2 doors, you will place 1 at the farthest and 1 in the middle of the corridor.
- If it designates 3 doors, you will place 1 at the farthest, 1 in the middle, and one at the start of the corridor.
- Only 1 door is allowed per room, so if the corridor ends without having enough rooms to place that many doors, ignore the excess doors.

Monsters: This defines if you place monsters in the corridor or not. NO means you will not place any monsters. YES means you will place monsters. The maximum number of monsters you will place depends on the Threat Level of the Quest.

Trap: Whether the corridor is trapped or not. The type and difficulty of the trap will be defined by the Threat Level. Floor and Door is just for defining where the trap triggers, if the heroes fail to find it.

Secret Passage: Whether the corridor has a secret passage or not. If it does, it will be at the farthest wall of an unexplored room that does not have a door.

VARIANT NO.4)

PLACE EVERYTHING IN ROOMS WITH A SINGLE DIE ROLL

Similarly to the previous variant, the table below can be used for generating random contents in rooms. Roll 1 12-sided die.

ROLL	DOORS	MONSTERS	FURNITURE	TRAP	S. PASSAGE
1	1	NO	YES	NO	YES
2	1	NO	YES	FURNITURE	NO
3	1	NO	YES	NO	NO
4	1	AMBUSH	NO	NO	NO
5	MORE	NO	YES	NO	YES
6	MORE	NO	YES	NO	NO
7	MORE	NO	NO	FLOOR	NO
8	MORE	NO	NO	DOOR	YES
9	MORE	SLACK	NO	NO	YES
10	MORE	GUARD	NO	NO	YES
11	MORE	SLACK	YES	NO	NO
12	MORE	GUARD	YES	NO	NO

Roll: The dice roll result (1 12-sided die).

Doors: This defines the maximum number of doors you will place. It depends on the Threat Level of the Quest and it will be between 1 and 3.

- If the Threat Level designates 1 door, you do not place any other doors than the one the heroes came in from.

- If it designates MORE doors, you will place 1 door or 2 more doors at walls that are available. Meaning, walls that:

- Don't already have a door.
- Don't lead to a room or corridor the heroes have already explored on the other side and should have already found when they were on that side.
- Don't have a piece of furniture that covers the entirety of that wall.
- Preferably lead to a portion of the board that is away from the portion that has been explored.

Monsters: This defines if you place monsters in the room or not. NO means you will not place any monsters. YES means you will place monsters. The type and maximum number of monsters you will place depends on the Threat Level of the Quest.

Furniture: This defines if you place a piece of furniture in the room or not. Usually you only place 1 piece of furniture, but some rooms will be specified as having more than 1.

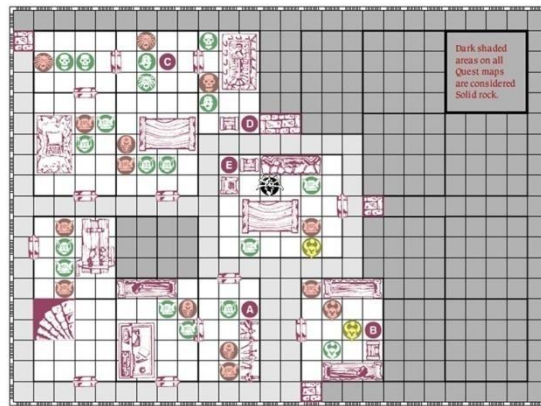
Trap: Whether the room is trapped or not. The type and difficulty of the trap will be defined by the Threat Level. Furniture, Floor and Door is just for defining where the trap triggers, if the heroes fail to find it.

Secret Passage: Whether the corridor has a secret passage or not. If it does, it will be at a wall that does not have a door, and preferably at a wall with a piece of furniture that can be pushed to the side for revealing it.

ADDED FEATURE NO.1) THREAT LEVEL

The previous Variants mentioned the Threat Level of a Quest, a feature that does not exist in HeroQuest. It is a way to increase (and if needed, to decrease) the difficulty of a Quest based on the outcome of certain actions. The reason I added this feature is for helping out the players in case they are losing badly because of a few bad dice rolls, five minutes after they open the first door. It can also make a Quest progressively harder in case they are doing too well. The classic version of the game doesn't do that and lets the Zargon player to do it on the fly, which can be hard to tell if he is not fully aware of how hard is a monster or a trap. It also prevents the game from having the same level of difficulty throughout its duration, and even allows a stronger team of heroes to replay the same quest without being too easy. It helps the heroes to prepare early in the game instead of them getting wiped out by.

Advice for every ambitious Zargon / dungeon master / quest creator out there: Always have a Threat Level. If your heroes are doing too well, make the monsters and the traps tougher, or add more monsters. If they are doing poorly, make the traps easier or take out monsters. Even if you don't use the type of Threat Level I do, never, oh never, stick to the maps as they are if the heroes are not progressing as you expected. If the players feel the game is too easy or too hard they will stop playing and you will no longer have someone to play with. Thus ALWAYS adjust your game. Do not follow the rules and the maps exactly as they are.



The threat level in this variant that someone else made is the colors of the monsters. On easy difficulty you add only the green monsters on the board, on normal difficulty you add the yellow monsters as well, and on hard difficulty you add the red ones too.

So how does this Threat Level work exactly? Basically, it arranges the quantity or the danger of each feature in the game. How many monsters the heroes face, how powerful they will be, or how prepared the monsters will be. On easier levels, corridors and rooms have many doors, few weak monsters, and easy traps. On harder levels they have few doors, many strong monsters, and hard traps.

When a Quest begins you will be given the Default Settings of the Threat Level. Meaning, no matter how many rooms or corridors the heroes reveal, they will initially have specific contents. Most quests will have different default contents, as stated in the details of that quest. Most of these contents will then be changed depending on two factors:

- Depending on how well the heroes fare: Zargon may artificially up the difficulty if the heroes are winning too easily, or lower it if they are getting hurt too much.
- Depending on the progress of the heroes in the Quest: A more programmed method where the difficulty goes up the closer the heroes get to an important room or goes down if the heroes are in areas that are designated as recreational or non-military.

In case you go for the second method the way you track the programmed change depends on one of the two methods I propose in this file:

- Fate cards that the players draw from a deck
- Number of tokens that the players gather from exploration or battle

Proposed types of Threat Levels

Threat Level for Corridors (length only)

- 1: NO (no boulder in sight)
 - 2: END (at the very end of the corridor)
 - 3: MIDDLE TURN (in the middle, not cutting off a possible turn)
 - 4: MIDDLE (in the middle, cutting off a possible turn)
 - 5: ROOM (only one room in length)
 - 6: START (right next to the hero, effectively there is no corridor)
- (if there are no more corridors for the heroes to move to other rooms, add a hatch or a secret passage leading to them)*

Threat Level for Doors

- 1: 3 safe doors (ignore negative die results)
 - 2: 2 safe doors, 1 possibly trapped door
 - 3: 2 safe doors (ignore negative die results)
 - 4: 1 safe door, 1 possibly trapped door
 - 5: 1 safe door
 - 6: 1 possibly trapped door
- (possibly trapped: Depends on the frequency of traps based on the Threat Level for Traps)*

Threat Level for Enemy Preparation

- 1: They are all Slacking
- 2: They are Slacking or Alerted
- 3: They are Slacking, Alerted, Guarding, or Patrolling
- 4: They are Slacking, Alerted, Guarding, Patrolling, or Ambushing
- 5: They are Alerted, Guarding, Patrolling, or Ambushing
- 6: They are Guarding, Patrolling, or Ambushing

Threat Level for Enemy Prowess (boss battles can be of an even higher Level)

- 1: Between Levels 1 and 4
 - 2: Between Levels 2 and 5
 - 3: Between Levels 3 and 6
 - 4: Between Levels 4 and 7
 - 5: Between Levels 5 and 8
 - 6: Between Levels 6 and 9
- (Level 2: Goblins and Skeletons, Level 3: Orcs and Zombies, Level 4: Abominations and Mummies, Level 5: Dread Warriors and Gargoyles)*

Threat Level for Monster Quantity

- 1: no monsters (ignore die results that tell you to add them)
 - 2: 1 Level 1-2 monster
 - 3: 1 Level 3 monster
 - 4: 1 Level 4 monster, or more than 1 weaker monsters
 - 5: 1 Level 5 monster, or more than 1 weaker monsters
 - 6: 1 Level 6 monster, or more than 1 weaker monsters
- (more than 1: You can have more than 1 monster as long as their sum in levels is the same)*

Keep in mind that the more attacks the monsters can make as a whole on their turn is making them more dangerous than a solo monster of their total levels. For every extra monster/attack after the first, you have to add 1 more level to the sum of the levels.

- 2 Mummies: $4 \times 2 + 1 = 9$
- 4 Goblins: $2 \times 4 + 3 = 11$
- 3 Dread Warriors: $5 \times 3 + 2 = 17$
- 5 Zombies: $3 \times 5 + 4 = 19$

Threat Level for Traps

- 1: no traps (ignore die results that tell you to add them)
- 2: A few easy traps
- 3: Many easy traps, or a few medium traps
- 4: A ton of easy traps, or many medium traps, or a few hard traps
- 5: A ton of medium traps, or many hard traps
- 6: A ton of hard traps

(Easy traps: 1-2 damage in an area, Medium traps: 3-4 damage in an area, Hard traps: 5+ damage in an area)

(A few: 1-3 traps in the whole Quest, Many: 4-6 traps in the whole Quest, A ton: 7+ traps in the whole Quest)

Advice for every ambitious Zargon / dungeon master / quest creator out there: Always keep your players on their toes. Don't make them think there is no pressure of time. Keep them going constantly instead of casually allowing them to search every room and prepare 5 minutes in positioning themselves at the corner of every corridor. They shouldn't be allowed to do everything at their leisure. It keeps the game exciting.



OrcQuest's version of time pressure is the Alert Track that makes enemies harder to beat

ADDED FEATURE NO.2) FATE DECK

The Fate deck is a way to replace fixed maps, treasure decks, and even mess with the difficulty of the game. It is a way through which the contents of a newly revealed area are differentiated (the default ones you've read about above). They will be mentioning the types of monsters and traps you face, or which pieces of furniture you will.

How do you create such a deck? You can use the hard and creative way of printing cards with the specifics on them, or you can take the cheap route and have square pieces of paper with a number on them. Write on a piece of paper what each card represents and you are done. You can also use a typical deck of playing cards (you know, the one for Poker or Black Jack) and use the list I have made for each quest separately.



I see your table and I raise a throne

Not all Fate cards are available right away. Some Fate cards will be added to the deck only when the heroes achieve something during the quest. This is done to prevent the objective from getting accomplished too fast because of lucky card draws. So no, you won't pull the final boss or the mythic artifact on your first turn, no matter what, because these cards are initially on a different pile of cards called the **Quest Pile**. Only when certain conditions are met do the cards of the Quest Pile enter the Fate Deck, and when they do the deck is shuffled so you won't know when you get them.

Most cards you draw from the Fate Deck are used once. Meaning, you draw them, do what it says on them, and then you remove them from the game. Place those cards in a **Discard Pile** and don't mind them for the remainder of the game.

Some cards you draw can return to the Fate Deck under certain conditions. It's usually the result of the Threat Level going up or a monster Scout sounding an alarm. They are essentially reinforcements of the bad guys which replenish their lost forces. When drawn from the Fate Deck, such cards are then taken to a pile of cards called the **Recycle Pile** and stay there until something triggers and they are added back in the Fate Deck.

Some cards you draw belong in a set and have an effect that triggers only when you have drawn them all. Such cards are referred to as **Set Collection Effect** and you leave them face up in front of you until you have collected all of them.

In case a Fate card cannot be applied (such as drawing a Furniture card when revealing a corridor) you keep that card in front of you and apply it whenever it's possible. Such cards are referred to as **Delayed Effect**.

Some cards never enter the Fate Deck because they are used as tokens. Meaning they are not really cards but a **Countdown**. You just remove one and take it to the Discard Pile whenever something happens. This usually happens when a certain amount of rounds passes without progress or when the heroes fail at certain actions. They essentially exist to keep the tension high. The heroes don't have an infinite amount time to complete the quest. The more they stall their progress or the more they fail, the lower their odds become to win in the quest.

ADDED FEATURE NO.3) DIFFICULTY LEVEL

The core game has no indication to help the players know how hard a Quest is. More experienced players can tell by the number of monsters and traps or by how hard the monsters are, but rookie players are left to wonder and often get crushed or breeze through because of it. In order to fix that, a Difficulty Level can be a good addition, where you inform the players how hard the Quest is. Using the rules of the core game, it's easy if it has mostly Goblins or Skeletons, medium if it has Orcs or Zombies and a few traps, or hard if it has Mummies, or Dread Warriors and a lot of traps. The number of monsters is also an indication. It's easy if the heroes never encounter more than 3 monsters, medium if they encounter up to 5, and hard if there are ever more than 5.

The variant rules I will propose are more elaborate, since everything will have its own level of prowess or difficulty, and since it's customizable it can become easier or harder based on what the players wish as they play.

ADDED FEATURE NO.4) FAME POINTS

Completing a Quest will provide the heroes with as many Fame points as the numeric difficulty of the Quest, which they will need to unlock new buildings in the towns they visit between quests, as well as for gaining access to new features within said buildings. This is done for aesthetic reasons, as well as for keeping the game more balanced.

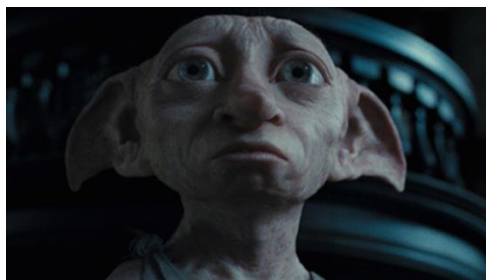
- It's nice to have a numeric value for how popular certain heroes are, instead of making the players think their victories have no impact.
- The heroes won't have access to every weapons and armor from the very beginning, thus keeping the game more balanced and avoiding power creep.
- The new players won't be overwhelmed with all the things they can do, since they gradually learn more as they complete quests.
- The game constantly offers new options to the players, thus preventing them from feeling like there is nothing new to look forward to.

ADDED FEATURE NO.5) CHARISMA POINTS

Not everything the heroes do during a quest is considered good all the time. Some actions are evil while some good actions are particularly praiseworthy. Each Good Deed gives you a Charisma point, while each Evil Deed takes away a point (you can even go below zero that way). Charisma points are separate from Fame points in the sense you do good things (essentially sacrificing certain buffs and money) more than you are greedy (gaining fame by looting and killing).

- Certain characters and items during quests provide you with benefits only if you have a certain amount of Charisma points.
- Charisma points can be spent in Temples for reviving dead heroes. If you have negative Charisma (by losing points because of Evil Deeds or paying so many points you end up going below zero) then you are not allowed to visit the Temple until you have a positive amount of points again.

Advice for every ambitious Zargon / dungeon master / quest creator out there: Always make the players choose what they will do next. Never make it seem like it comes down to just hacking and slashing every monster they come across. It makes them feel better when they believe their choices matter, or that the game would be completely different if they had done something else. It also makes them feel the impact of small failures better, since it doesn't come down to just killing the final boss or getting wiped out. Losing Charisma Points because they couldn't save all the hostages or because they sold a holy relic hurts a lot more than just being told you weren't very heroic.



*Why did you give poor Dobby a sock? He could still be alive if you hadn't given him the sock!
Oh, and you lost a Charisma Point.*

VARIANT NO.5) OBJECTIVES

Every Quest (randomly generated or official) has an objective. It helps the players to know what they should aim to do, it determines which rooms will be important, and clarifies when a quest ends. When you want to create your own Quest, use one of the following types of objectives:

1. Kill someone. That character is usually the evil boss of a dungeon and has buffed stats so it can be challenging. The boss is usually found in a certain room. It will usually be inapproachable by the heroes until they achieve a few mini-quests during their adventure.
2. Rescue someone. You have to find and/or save someone. That person is usually imprisoned in a certain room. You have to escort that person back to the starting area, which means it could get killed by monsters.
3. Find an item. That item is usually found:
 - a) Inside a treasure chest
 - b) As treasure when you search a certain room
 - c) As loot when you kill a certain enemy
 - d) As reward when you find or save a certain friendly character.
4. Find the exit. The heroes are basically trapped in a dungeon and have to find a certain point (a door or the staircase) in order to escape.
5. Survive a chase. The heroes are being chased by an unbeatable mob of monsters or an immortal creature, and they have to survive by doing something specific.
6. Race against Time. The heroes have a limited amount of rounds to achieve a quest. They fail if it takes them more time.
7. Persistence. The heroes have to hold back the enemy or survive for a certain amount of rounds in order to achieve a quest. They fail if the lines break or they get wiped out.

Objectives usually combine into more interesting multi-staged objectives.

- 1&2) You can't rescue someone before first beating him in battle (he doesn't want to leave and needs to be persuaded).
- 1&3) You can't kill someone if you don't first find an item (a magic weapon that can make him vulnerable or the key that unlocks the room he is in).
- 1&4) A magic door can be opened for you to escape only if you kill someone.
- 1&5) You are being chased by an unbeatable enemy until you reach a certain room or find a certain item.
- 1&6) Kill someone before he achieves his plans.
- 1&7) Kill someone by distracting him until something finishes him off.
- 2&3) You can't rescue someone without first finding an item (such as the key to the room he is held in).
- 2&4) You have to bring the item you were looking for back at the starting point or to the exit.
- 2&5) You have to rescue someone while being chased by leaving through a different door than the one you came in.
- 2&6) You have to rescue someone before he is killed or is taken away from the dungeon.
- 2&7) You have to protect someone for a certain amount of time.
- 3&3) The item you are looking for could be split in many different pieces across the board.
- 3&4) A magic door can be opened for you to escape only if you find something (a lever or a key).

A way to randomize that even further is by making what you are looking for to be found in any random room or corridor during any random enemy encounter.

- The bad boss could be patrolling the corridors with his henchmen instead of waiting for you in his room.
- The one you have to rescue could be on the run somewhere in the dungeon instead of being captive inside a cell.
- The item you are looking for can be carried by a random goon.

As a twist of sorts, objectives can change as you play a Quest, surprising the players and keeping the tension high. The Quest to find an item can suddenly change to running for your lives when the Heroes encounter an unexpected enemy they can't defeat. The Quest to kill a monster can suddenly change to rescuing it from the dungeon when they find out it was being manipulated by a different villain.

QUALITY IMPROVEMENT NO.1)

SPACE RESTRICTION SOLUTIONS

Sometimes you will find it impossible to fit everything the numbered papers or dice rolls or Fate cards are showing you in a single room. Furniture, plus several monsters, plus doors, plus lesser features such as levers can't be all inside the same one room. Whenever that happens, you will have to use one of the following solutions:

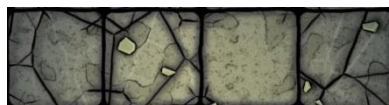
1) Arches: Treat two neighboring rooms as one by adding an open door that connects them, and treat it like an arch. You know, this thing:



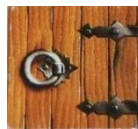
2) Columns: Instead of an arch, you can connect two rooms with columns. Place a boulder tile on every second cross-section of the wall that connects the two rooms (basically, overlap the wall with something else for the illusion of being connected). Use column miniatures if you have any or something to cover the white walls between the rooms so they will seem connected.



Place a corridor tile under the columns and/or over the white lines representing the walls for hiding them.



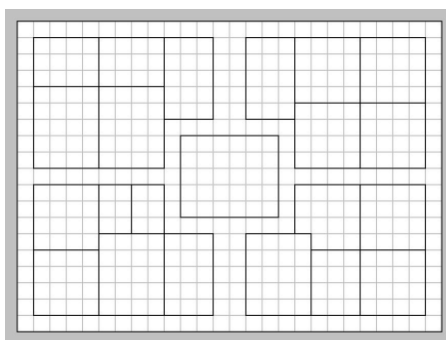
3) Hatch: Use a hatch tile that leads to an area of the map where you will have more unexplored rooms you can use or connect.



4) Modular tiles: Just like the TARDIS, a room can be much bigger on the inside than it is on the outside. Remember how in JRPGs whenever you are in the world map you are like a giant, and when you enter a town you zip down to your normal size? Same here, every time you enter a room you have a modular tile available next to the board with a lot more squares on it. Instead of a 2X3 it can be a 6X9. Instead of a tiny 3X1 corridor, it can be 6X2. All the action happens on those tiles and when the heroes leave, the room goes back to its tiny size (place in it the furniture if you can). Yes, it's silly, but it really lets you move around easier. You can use any extra tiles you can find for that. Advanced HeroQuest alone has a bunch of those, many of which are thematic. Here's a preview.



5) Second level: If the map fills up and you still have more things to do in the Quest, you can have the heroes exiting the board and moving to a new board. Basically, you wipe the board clean and you continue with a fresh board. This can be excused as the heroes using the staircase to move to a lower level of a dungeon or a higher floor of a temple, or they open a door at the edge of the board that leads to a neighboring section of a castle. Since most quests require from the heroes to return to the entrance, then you will either have to change that objective by having the heroes finding a second exit in the new board, or you will have to 'reload' the first board as it was when the heroes return to it. Since it's impossible to remember all the details, if you want to use this variant make sure to map the dungeon before you leave it for the next section by writing its details on a paper with a clear map of the board.



6) Bigger, custom-made boards: You can find rather easily bigger boards on the market, with far more rooms and wider corridors.



VARLANT NO.6) DOOR TYPES

Here are some house rules regarding doors for spicing up a game session. In the official game all doors start as closed and open when a hero gets in front of them. The house rules attempt to spice things up so that no door will always be the same. And I don't mean the way it was painted; I mean the way it functions.

1) The most vital variant I want to propose is to **treat every door as being 2 wall pieces wide instead of 1**. Meaning two creatures can stand in front of it, side to side. This prevents the cheap tactic of having the barbarian in front of the door and fighting a horde of monsters one at the time. For a better visual representation of that, place a door between the two wall pieces it takes up.



Take a smoke break while the barbarian solos everything in the room and the monsters can't get out

2) **Locked doors which require something to open.** Locked doors essentially make the game harder since they force the heroes to backtrack. If you agree to have locked doors in a quest you add LOCK cards in the Fate deck. Whenever you draw one, the next door you place will be locked. Have tokens that indicate a door is locked. They can be something like this image.

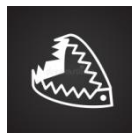


Locked doors open with specific keys or perhaps by turning a lever on a wall. The method of opening them will also be cards in the Fate deck. For every LOCK card there will also be a KEY or LEVER card. Whenever you draw such a card, it will be somewhere in that area.

Needless to say, not every key/lever opens every door. Every LOCK and KEY/LEVER card will have a letter (A, B, C, D). This way each key/lever will open specific doors. Oh, and make sure to write on a piece of paper the letter of the lock so the players will know which lock needs what key.

For gameplay aesthetics, keep in mind that the area a locked door leads to should be important. Because why else would the door be locked if it wasn't important, get it? Whatever is in that area will have more treasure, more chances of being trapped, and more monsters than normal roaming around. [Whenever the heroes open a locked door, they draw more Fate cards for the area beyond.](#)

3) **Trapped doors.** The official rules already sort of have trapped doors when there is a trap at the square next to a door, such as a pit or a spear. In this variant the trap takes up the whole room or corridor and everyone is affected by it (more on that when I get to it). If you use this variant, then make sure to include TRAP cards in the Fate deck. Just like with locked doors you mark the door with a token so you will know it's trapped.



The traps can be detected and deactivated (you will get more details about that on the variants about traps).

For gameplay aesthetics, keep in mind that trapped doors are fake and don't necessarily lead somewhere. They only exist to kill the heroes and not to protect something valuable. Traps that protect valuable content are Furniture traps, not door traps. Thus when the heroes open a trapped door they either only find a wall, or an empty room. [Whenever the heroes open a trapped door, they draw no Fate cards.](#)

4) Jammed doors. They don't open because of how rusty both the hinges and the knob have become over the years. Such doors won't open with a key, but by constantly bashing them. If you agree to have jammed doors in a quest you add lots of JAMMED cards in the Fate deck. Whenever you draw one, the next door you place will be jammed. Have tokens that indicate a door is jammed. They can be something like this image.



Every jammed card will mention the material of the door (WOODEN, METALLIC, STONE).

- A wooden jammed door will open if someone rolls 1 skull in a single attack. Only 1 attempt is allowed.
- A metallic jammed door will open if someone rolls 2 skulls in a single attack. 2 attempts are allowed.
- A stone jammed door will open if someone rolls 3 skulls in a single attack. 3 attempts are allowed.
- If the heroes fail in every allowed attempt then the door can never open.

The noise might alert wandering monsters or the monsters in a neighboring room that hasn't been explored yet. If that happens, the monsters in that room will attack as soon as the door is opened (the result will become known at that moment). The next time the heroes encounter monsters, you roll as many dice as you had attempts. If you roll a black shield they will be alert. You will do the roll even if you failed to break the door.

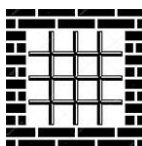
For gameplay aesthetics, keep in mind that the area a jammed door leads to should not be important. Because if it was important, the monsters wouldn't let it get rusty, get it? Whatever is in that area will have less treasure, less chances of being trapped, and less monsters than normal roaming around. [Whenever the heroes open a jammed door, the area beyond will have the content of 1 Fate card.](#)

5) Open doors, meaning doors that will already be open as soon as the heroes see them for the first time. If you use this variant, then make sure to include OPEN cards in the Fate deck. The contents of the area an open door leads to are added immediately, regardless of the heroes having line of sight. Any monsters inside are alerted about the coming of the heroes (even if they don't see them) and act first when the heroes approach to attack them (they heard them coming or something).

For gameplay aesthetics, keep in mind that the area an open door leads to should not be important. They wouldn't leave it open if there's something important nearby. Whatever is in that area will have less treasure, less chances of being trapped, and less monsters than normal roaming around. [Whenever the heroes enter a room with an already open door, they draw no Fate cards.](#)

6) Half-open doors. They are like open doors (you reveal the contents immediately), but any monsters in that area are not alerted and will in fact lose their first turn during battle (the heroes act two times). If you use this variant, then make sure to include HALF-OPEN cards in the Fate deck. [Whenever the heroes enter a room with a half-open door, they draw no Fate cards.](#)

7) Barred doors. Both the heroes and the monsters on the other side can see each other. Add the contents of that room immediately. The thing with these doors is that they can't be regular doors you can just open, because that way they would be Open doors with a different name. They have to be locked and the creatures on the other side have to be aware so they can sound an alarm, or unlock the door with a key they have or by pulling a lever on a wall. Make sure to have tokens for marking such doors. If you use this variant, then make sure to include BARRED cards in the Fate deck. [Whenever the heroes enter a room with a barred door, they draw no Fate cards.](#)



8) Magic doors. They work as teleporters that move anyone who passes through them to specific rooms on different parts of the board (and if possible, to room tiles outside of the board). The funny thing with them is that they don't have to be on the wall of a room. They can just as easily be in the center of the room.



9) Puzzle doors. They open with very specific ways (solving a riddle on them, casting a magic spell, reciting an incantation, or killing a specific monster). They require a Wisdom Check for figuring out what they require (you don't know how to open them unless you succeed at the Wisdom Check).



10) Fake doors. They don't lead anywhere. When you open them there could be just a brick wall, or blocked by a rock-fall, or an abyss stretching downwards for miles. They are mostly used for trolling, since they can't actually hurt the heroes as much as forcing them to seek other doors.



11) Sentient doors. They are essentially any previous type of door, with the added power of being able to speak. The heroes will have to negotiate with them (chat, convince, threaten, gain their trust) in order for such doors to open. Using any other method will result in the door being angry or uninterested. It will remain shut, it will deliberately alert other monsters, or it can even set off a trap.



Random door variant generator

Let's say you want your Quest to have all possible door variations and you want a die roll to determine their type instead of being limited to whatever a Fate card declares. In such as case, all doors in the Quest begin as normal and before you place them you roll 3 20-sided dice to customize them. The die result determines their type.

3: Wooden Locked door

4: Metallic Locked door

5: Stone Locked door

- Add a Fate card to the deck that will correspond to the key these types of doors require in order to be opened.

6: Wooden Trapped door

7: Metallic Trapped door

8: Stone Trapped door

- The heroes don't know the door is trapped; they have to search for traps first in hopes of finding them. If the trap gets activated, roll separately for what trap the heroes will face.

9: Wooden Jammed door

10: Metallic Jammed door

11: Stone Jammed door

- The heroes have to attempt breaking them open (same applies to the above types, if it's allowed).

12-14: Open door

15-17: Half-open door

18-20: Barred door (counts as Metallic Locked door you can see through)

21-23: Magic door (when the heroes cross it, roll to determine where it leads to, just like you would with the random starting location)

24-26: Puzzle door (the riddle has to be defined so the heroes will know how to solve it)

27-29: Fake door (the heroes don't know the door is fake)

30-32: Sentient door (roll a 10-sided die to determine what is the door, besides being Sentient, reroll if needed)

33-35: Double-feature door (the door has 2 variants at the same time, roll 2 10-sided dice to determine them, reroll if needed)

36-60: A typical door

ADDED FEATURE NO.6) DOOR INTERACTIONS

In the core game the only thing you can do with doors is to open them. In this topic I will provide you with other actions you can do with doors, and how each one can add an extra layer of depth or realism to the game.

1) Lock-picking. This action can become possible in any Quest where Locked Doors exist, but finding the proper keys to unlock them is hard or impossible. Such doors can be opened with the alternative method of Lock-picking. You will require the **Thieves' Tools** equipment, which has twice the cost of the Tool Kit for traps, or an ability that allows a hero to unlock doors with small blades (such as the Rogue's Bandolier). You will have 1 attempt to unlock the door and the difficulty depends purely on how elaborate the lock is.

Roll a 10-sided die.

- An easy lock needs a die result higher than 1.
- A typical lock needs a die result higher than 5.
- An elaborate lock needs a die result higher than 8.
- A masterwork lock needs a die result higher than 10, meaning you will need extra abilities and aid on top of a good die roll.



2) Break Open. This action can become possible in any quest where Locked Doors exist, but finding the proper keys to unlock them is hard or impossible. Such doors can be opened by hitting them as you would with jammed ones. Since locked doors are in better shape than jammed ones, it's harder to open them this way.

- A wooden locked door will open if someone rolls 2 skulls in a single attack. 2 attempts are allowed.
- A metallic locked door will open if someone rolls 3 skulls in a single attack. 3 attempts are allowed.
- A stone locked door will open if someone rolls 4 skulls in a single attack. 4 attempts are allowed.
- If the heroes fail in every allowed attempt then the door can never open through force. Place a token at the door to indicate that.
- If you use this variant, then make sure to include in the LOCKED cards the material the doors are made of (WOODEN, METALLIC, STONE).

Just as it happens with jammed doors, the noise of someone trying to open a door could alert the monsters nearby.



Barbarian: I open the door.

Dungeon master: It's locked.

Barbarian: I enter the room. What do I see besides a broken door?

3) Monsters can open doors, while heroes can close and lock a door they have opened. This action can become possible in any quest where monsters:

- are not standing still in rooms but walk around the dungeon and can open doors to come in or out of rooms.
- get alerted by noise and can open a door to see what is happening.
- are injured and about to die in battle, and they can retreat to seek reinforcements by opening a closed door.

In such situations the heroes are allowed to close an open door and lock it with a lock they carry with them (let's say it costs 100 gold a piece).

- If they don't have a lock, the heroes can alternatively place a weapon or a metallic object on the hinges of the door for not allowing the monsters on the other side to open it. This however is not a permanent solution since the monsters will remove the object after a few rounds.
- If they don't have an object to block the door with, the heroes can simply keep the door shut by pushing it. This will be done only when they want to give someone else in their team the time to achieve something vital in the mission. The monsters will manage to open the door and come in only if they push from their side with more force. Both heroes and monsters roll attack dice and the side with the more Skull results wins for that round.

4) Spying. With this variant, the heroes can peek through keyholes to see what's beyond a door, or place their ears on a door and listen what is going on ahead.

- This variant essentially makes most doors to function like Half-open doors, or perhaps Barred doors, since the heroes will know what they will encounter ahead of time while the monsters won't.
- This way the heroes can also surprise the monsters when they attack, specifically while the monsters are preoccupied with something and have their backs turned on them.
- It is also a way for role-play to be added, since the heroes can learn various details by spying on the monsters, such as the location of a hidden door (they can't find it with search), or the way to bypass a riddle (the words they have to say or the symbols they have to press), or how to deactivate a trap (which lever to pull), or even possible weaknesses of the boss monster (negates a buff it uses).



So this is the secret ingredient to Goblin sauce. Just add Goblin.

ADDED FEATURE NO.7) STEALTH AND AMBUSH

In the core game you can never jump on a monster while it's unprepared and even when a monster attacks a hero first (via the Wandering Monster treasure card or the Monster Ambush trap) it makes no difference gameplay-wise. In this variant you will be given ways to use stealth, avoid battle, attack someone with an advantage, or be attacked with a disadvantage.

1) Peek through corners: The most basic tactic anyone can use for stealth is peeking through a newly revealed corridor corner. It will reveal the monsters and they will not be aware of the heroes yet.



2) Peek through windows: The same tactic can be used for rooms that have windows. And yes, you can have windows even in dungeons. Something has to aerate the rooms or the monsters will die of asphyxiation (or by the stench). As before, this way the heroes can know what's inside a room before they go in it.

- In order to determine if a wall has a window, use the same method as placing doors. And yes, a wall can have both a door and a window.
- Optionally, the heroes can enter a room through a window instead of a door, as long as they can open it or break it, the window is not too small (used to aerate the area only) or barred (as all windows should be in dungeons and prisons). Typically, this should be possible only during Quests that take place in non highly-defended areas, which in the world of HeroQuest is very rare.



3) Hide behind or under furniture: This is a variant for elaborate Quests where monsters or enemies move between rooms at a slower pace than heroes, or the heroes can't defeat them with direct attacks. More specifically:

- When the heroes see enemies coming (through previously mentioned methods) and they want to surprise them by attacking them from behind.
- When the heroes want to overhear what their enemies are chatting when they enter the room (they could mention something important, determined with a die roll).
- When the heroes believe they can't defeat an approaching enemy, so they hide and expect it to pass them by.
- When the heroes are being chased by enemies they can't beat directly, so they hide and hope their enemies will pass by them.



There can also be benefits in battle when you attack someone with stealth. The enemy will be unprepared and will roll half as many Defense dice (rounded down) during the first round of combat. Obviously, the same should apply for the monsters when they get to ambush the heroes.



ADDED FEATURE NO.8) NEGOTIATION

The heroes can do more things with monsters besides fighting them. They can negotiate with monsters for a certain amount of times per quest, making each next attempt easier or harder based on what they find out about them. A negotiation check comes down to both creatures doing a Will Save and the bigger number at the end wins. Proposed types of negotiation:

1) Threat: This works only when the monsters will be cornered, scared and outnumbered. A Courage Meter will be needed that will start will half the points of the total Body Points of the monsters. It will be going down a Courage Point for every Body Point the monster side suffers, or will be going up a Courage Point for every Body Point the heroic side suffers. If the monster Courage goes below zero, the monsters will be open to a Threat Check. If successful, the heroes will have to promise to let them go alive (lying will count as an Evil Deed) if they share information regarding a mystery they want to solve, or the whereabouts of something they seek. The information they learn can give them a bonus to dice rolls when they face the creature or the room they were after.

2) Bribe: This works only when the monsters are specifically said to be mercenaries or after treasure, instead of attacking anything on sight. The heroes are allowed a Greed Check (the heroes suffer -1 to the check for every other monster that is present) if they promise them a share of the loot they find during the Quest (lying will count as an Evil Deed) if they help them, by joining their team for this mission only.

3) Pacify: This works only when the monsters are specifically said to be protecting someone or something out of duty or friendship instead of bloodlust. The heroes are allowed a Pacify Check if they tell them something that will stop the monsters from treating the heroes as enemies, usually by knowing the person or item they protect will not be taken or harmed (lying will count as an Evil Deed). Such monsters will allow the heroes to pass peacefully, and will even fight on their side if more monsters appear, but will never leave the area they protect or move away from the person they protect.

4) Scare: This works only when the monsters are specifically said to be terrified of something. The heroes are allowed a Scare Check if they tell them they are in possession of that something, or that it's coming their way very soon (lying will count as an Evil Deed). Scared monsters will immediately run away.

ADDED FEATURE NO.9) PROWESS & LEVELS

Placing monsters at random in a randomly generated map can be a mess for the heroes. Some battles will be too hard, some will be too easy. The first quest of the core game in particular is considered way too hard for rookie heroes and new players. It's better to know beforehand how dangerous a battle or situation can be so the dungeon master (or the players if there is none) can make the game easier or harder at a glance. For that to be possible you need to determine the Prowess of the monsters the heroes are facing at any given time. The easiest way to do that is by adding the statistics of each hero and monster into a pool of total Prowess. Here is how to do that. The core game is based on rolling 6-sided dice. If all the sides of a die are 100% of what you can do with that die, then you get 100 points per 6 sides of a die a hero can use (or 50 per 3 sides).

- A die has 3 skulls for attack, so that would be 50 points per attack die.
- A die has 2 white shields for heroic defense, so that would be 50 points (rounded down) per 2 defense dice, or 100 points per 3 defense dice.
- A die has 1 black shield die for monster defense, so that would be 50 points (rounded down) per 3 defense dice, or 100 points per 6 defense dice.
- A Body Point is always 100 points (you always make the best of what you can with it).
- A Mind Point is 20 points (the game really undermines them).
- Special abilities that can be used indefinitely, such as the Dwarf's trap disarming, are given an average value of 100 points.
- Abilities that can be used once in a quest (spells, potions, magic scrolls, and one-time abilities) are given an average value of 20 points.

Now let's calculate the points of each core hero without taking into account any extras they might get from weapons, armor, or potions.

Barbarian: $150A + 50D + 800BP + 40MP + 0S = 1040$

Dwarf: $100A + 50D + 700BP + 60MP + 100S = 1010$

Elf: $100A + 50D + 600BP + 80MP + 60S = 890$

Wizard: $50A + 50D + 400BP + 120MP + 180S = 800$

Prowess is needed for calculating how strong a hero or monster is. Every 200 points count as 1 Character Level, meaning:

Level 1: 200 or less Prowess

Level 2: 200-400 Prowess

Level 3: 400-600 Prowess

Level 4: 600-800 Prowess

Level 5: 800-1000 Prowess

Level 6: 1000-1200 Prowess

Level 7: 1200-1400 Prowess

The more levels a creature has, the tougher it is in battle. Using my method you also see why the Wizard is the hardest hero to control (he is Level 4) while the Barbarian and the Dwarf are the easiest (they are Level 6). For the heroes to be more balanced (aka for everyone to be at Level 5 like the Elf), the Wizard needs something extra, like 1 more Body Point (5), or 6 more spells (15). The Barbarian and the Dwarf actually need to be weaker by having one less Body Point (7 and 6).

The same logic can apply to monsters so they too can have Levels based on their Prowess.

Keep in mind that the weaker a creature becomes (because of its injuries, or debuffs by spells) the smaller its Level becomes. A starter Barbarian for example who is left with only 1 Body Point is as dangerous as a typical Orc, thus his Level is no longer 6 but 3. A starter Dwarf who is down to his last Body Point is as dangerous as a typical Skeleton (Level 2).

Here is how to tell if a battle is easy or hard.

- A duel between a hero and a monster is easy if the monster's Level is at least 3 points lower than the Hero's, medium if it's at the same Level as the hero, and hard if it's higher than the hero's.
- The more monsters the heroes face, the more dangerous they are. If the total number of the monsters (not their Level, their number) is not exactly the same as the number of heroes facing them, then the Levels of the monsters change, following the logic of a fraction: Number of monsters (Dividend) divided by Number of heroes. If for example:
 - There are 3 monsters and 4 heroes, the true Level is $3/4$ of the normal one.
 - There are 2 monsters and 3 heroes, the true Level is $2/3$ of the normal one.
 - There are 5 monsters and 4 heroes, the true Level is $5/4$ of the normal one.

VARIANT NO.7) ENEMY ABILITIES

An easy way to make monster tougher is to give them special abilities, as the game already did in The Frozen Horror. Pick any of the following for making certain monsters a bigger threat and make sure to increase their Level if they get a lot more dangerous because of it.

Ambush: These enemies attack first during the first round of combat. Their attack is Undefendable during the first round of combat (the target can't roll Defense Dice). This ability adds 100 to their Prowess.

(notice: During a roll to determine the random contents of a new corridor or room, any monster that is marked as being part of an Ambush automatically gains this ability. Any hero that bumps onto monsters that are Slacking, automatically gains this ability.)



Artillery: Large creatures can be mounts of more than one smaller creatures. They separate into different units when they are defeated, as mentioned in the description of that unit. For 1 round after the separation these units are Dazed and have halved Attack and Defense dice, rounded down. This ability adds 300 to their Prowess.



Backstab: These enemies have +1 Power when they attack their enemies at their back and any damage they cause is doubled. This ability adds 100 to their Prowess.

Barkskin: Enemies made of wood halve damage from Piercing and Bludgeoning weapons. This ability adds 100 to their Prowess.

Berserk: These enemies get +1 Attack Dice for each point of damage they receive. This ability adds 50 to their Prowess.

Bleeding: Once per fight, whenever someone gets injured by this enemy there is a chance he gets an open wound that doesn't stop bleeding. If he fails at a Fortitude Save, he loses 1 Body Point in every battle if he rolls a single Black Shield (including the battle he gets the Bleeding from). While Bleeding is in effect, further Bleeding abilities do not increase the effect. This effect requires from the target to fully heal in order to go away. The Difficulty is 1, plus the Level of the enemy. This ability adds 100 to their Prowess.

Blob (oozes only): Oozes can damage a creature only by first pinning it (by wrapping around it) and then constricting it. While wrapped around a creature, any damage they receive is split between them and the creature. Odd numbers of damage prioritize the Ooze. This ability does not add any Prowess to the Ooze.

Bloodlust: These enemies get +1 Attack Dice for each point of damage they inflict. This ability adds 50 to their Prowess.

Blood Suck: These enemies automatically heal 1 Body Point whenever they injure a living creature. This ability adds 100 to their Prowess.

Burial: These enemies automatically pin the target if they injure him after jumping out from the ground (see Sprout). A Pinned target gets pulled underground along with the enemy, where he has halved Attack, Defense, and can't move until he breaks free with a Fortitude Save (the Difficulty is 3, plus the Strength of the monster, and it lowers by 1 every round). The same limitations apply to the enemy (it's preoccupied with holding the target at place). Thus this ability is meant to be used only when there are more than one enemy present. One pins the target, the others attack it. This ability adds 150 to their Prowess.

Carelessness: These enemies will be preoccupied with preparing their next attack and won't be able to act during the first round of combat. They will still be able to move. If, though, they become alert by an alarm or noise before the heroes encounter them, then they cease being careless and act as normal during the first round. This ability **removes** 100 from their Prowess.

Cloning (oozes only): Oozes with this ability can create copies of a creature they have pinned (and are no longer pinning). The copy will have the same statistics and equipment as the original. When it is defeated, it melts to a pool of red liquid and is considered dead. The ooze can create up to 4 copies. This ability adds 300 to their Prowess.

Combat Mobility: Small enemies can move through Hero-occupied spaces. This ability adds 50 to their Prowess.

Combustion: When these enemies die they explode, attacking all targets in a 3X3 radius with 3 Attack Dice. This ability adds 100 to their Prowess.

Constriction: For every turn that a creature remains Pinned by this enemy, it loses 1 Body Point. This ability adds 50 to their Prowess.

Construct Possession: Some incorporeal Undead can enter and control a piece of furniture. Once per battle they can go into the same square as the furniture and animate it (choose an available piece of furniture from the Construct Matrix). While animating the furniture, the Undead can freely move and attack with it. Any damage it receives goes directly to the animated furniture. If the furniture gets destroyed, then the Undead comes out and attacks normally thereafter. This ability adds 100 to their Prowess.

Cover: These enemies redirect adjacent enemy attacks towards themselves in order to protect allies they consider more important than them. This ability adds 50 to their Prowess.

Death Possession: Some incorporeal Undead can enter and control a dead creature. Once per battle they can go into the same square as a corpse. It comes under the control of the Undead until it's defeated.

- If the corpse still has meat on it, it counts as a Ghoul. This ability adds 300 to their Prowess.

- If it doesn't have meat, it counts as a Skeleton. This ability adds 50 to their Prowess.

If the corpse dies (again), then the Undead comes out and attacks normally thereafter.

Double Attack: If the Beastman does not move on its turn, it can attack twice. This ability adds 100 to their Prowess.

Drag: Any target the enemy passes through that fails a Fortitude Save gets dragged along to the last space the enemy stops and it's placed on any available square around it. If there are hazards there, the creatures that were dragged suffer the penalties. The Difficulty is 2 plus the Level of the enemy. This ability adds 100 to its Prowess.

Fear: Some enemies have a fearful presence. During the first round of combat, any adjacent target to the one the enemy attacks must succeed at a Will Save or it won't be able to attack for 1 round. This ability works only once per battle. The Difficulty is 2, plus the Level of the enemy. This ability adds 50 to their Prowess.

Fleeing: These enemies flee when they are alone or all their allies are defeated. They will open doors if needed to escape. They will be present in the next area, and if there are monsters in that area they will all be alert and will attack first. This ability adds 100 to their Prowess.

Flying: These enemies get +1 Power when they attack and can't be attacked by Melee weapons if they didn't attack in Melee during the previous round.

- This ability adds 50 to their Prowess if they don't have any Ranged weapons or possess magic.

- This ability adds 100 to their Prowess if they have Ranged weapons or possess magic.

Frost: Any target the enemy passes through that fails a Fortitude Save gets frozen and misses its next turn. Also, it can't roll Defense Dice. The Difficulty is 1 plus the Level of the enemy. This ability adds 100 to its Prowess.

Hypnotic Gaze: These enemies can hypnotize the target they attack during the first round of combat. If the target fails at a Will Save, he can't roll Defense Dice for 1 round. The difficulty is 1, plus the Level of the enemy. This ability adds 100 to their Prowess.

Ignite: Any target the enemy passes through that fails a Fortitude Save gets set on fire and loses 1 Body Point. The Difficulty is the Level of the enemy. This ability adds 100 to its Prowess.

Incorporeal: These enemies are immune to physical attacks and are able to pass through walls as well as through Hero-occupied spaces. This ability adds 200 to its Prowess.

Jinx: These enemies make all heroes in the area to have Unlucky Attacks and Unlucky Defends. This ability adds 200 to their Prowess.

Kamikaze: These enemies will sacrifice themselves to aid the rest of their allies. They will rush at the heroes and blow up along with a bomb they carry, attacking all targets within a 3X3 radius. The bomb will activate even if the enemy is defeated before it gets to act, unless one of the heroes spends his turn in going next to the defeated Greenskin and putting off the fuse. This ability adds 100 to their Prowess.

Leadership: Leaders who buff all other allies in the same area with 1 extra Attack Die. This ability adds 100 to its Prowess.

Life Possession: These enemies can enter and control a living creature. Once per battle they can go into the same square as the target. If the target fails at a Will Save, he comes under the control of the enemy until he breaks free with another attempt in a later round. While possessing someone, the enemy can freely use all his weapons, skills, spells, and items. Any damage it receives goes directly to the body it controls. Any mind-affecting abilities affect the possessed body and if it ever becomes incapable to fight for more than a round the enemy will leave the body. The Difficulty is 5, plus the Level of the monster. This ability adds 300 to their Prowess.

Madness: These enemies have a maddening presence. During the first round of combat, any adjacent target to the one the enemy attacks must succeed at a Will Save or for the remainder of the battle it will have a 30% chance to attack an adjacent ally. This ability works only once per battle. The Difficulty is 4, plus the Level of the enemy. This ability adds 150 to their Prowess.

Mass Plague: Once per battle, every creature adjacent to this enemy must succeed at a Fortitude Save or he loses 1 Defense Die until he gets cured. The Difficulty is 1, plus the Level of the enemy. This ability adds 100 to their Prowess.

Mass Weakening: Once per battle, every creature adjacent to this enemy must succeed at a Fortitude Save or he loses 1 Attack Die until he gets cured. The Difficulty is 1, plus the Level of the enemy. This ability adds 100 to their Prowess.

Metal Eater: Oozes that constrict a victim and have this ability will prioritize to destroy metallic armor or weapons before damaging the victim. This ability does not add any Prowess to the Ooze.

Mimic: Oozes with this ability can assume the form of a creature they have pinned (and are no longer pinning). The copy will have the same statistics and equipment as the original. When it is defeated, it reverts back to an ooze and has only 1 Body Point remaining. This ability adds 100 to their Prowess.

Mind Drain: These enemies inflict damage to Mind Points instead of Body Points. This ability adds 50 to their Prowess.

Mummy Rot: Once per fight, whenever someone gets injured by a Mummy there is a chance he gets infected. If he fails at a Fortitude Save, he loses 1 Defense Die and 1 Attack Die. While Mummy Rot is in effect, further injuries by Mummies do not lower the statistics any further. This effect requires a cure, or rest after a quest to go away. The Difficulty is 3, plus the Level of the monster. This ability adds 150 to their Prowess.

Paralysis: The first time a creature damaged by this creature must succeed at a Fortitude Save or it loses its next turn. The Difficulty is 1 plus the Level of the creature. This ability adds 100 to its Prowess.

Partial Reanimation: Some enemies split into pieces and continue to fight even after being defeated. This ability adds 50 to their Prowess.

Pinning: These enemies can pin their enemy during an attack, if they roll a White Shield. A Pinned target has halved Attack, Defense, and Movement until he breaks free with a Fortitude Save (the Difficulty is 2, plus the Strength of the monster). The same limitations apply to the enemy (it's preoccupied with holding the target at place). This ability is meant to be used only when there are more than one enemies present. One pins the target, the others attack it. This ability adds 100 to their Prowess.

Plague: Once per battle, a creature adjacent to this enemy must succeed at a Fortitude Save or he loses 1 Defense Die until he gets cured. The Difficulty is 1, plus the Level of the enemy. This ability adds 50 to their Prowess.

Poison: These enemies have a poisonous bite or use poisoned weapons. The damage they inflict can't be healed until the target is cured from the poison. This ability adds 100 to their Prowess.

Possessed: Only Ghouls have this ability. They are all possessed by a Dybbuk which leaves their body when they get defeated and will be present in the next area the heroes go to. This ability adds 100 to their Prowess.

Pulling: These enemies can move a Hero they hit at a different square around them. If there are no free squares around them, they can also swap places with the Hero. The aim of this ability is to send a hero at a space where he will be attacked by more enemies or will suffer an environmental hazard or perhaps fall on a trap. This ability adds 50 to their Prowess.

Raise Dead: These enemies can bring all defeated dead and Undead in an area back to (un)life. They can do it only once per Quest.

- If the corpse still has meat on it, it counts as a Zombie or a Ghoul. This ability adds 100 to their Prowess.

- If the corpse doesn't have meat, it counts as a Skeleton. This ability adds 50 to their Prowess.

- If the corpse was an Undead that got defeated, then it counts as the same type of Undead.

All creatures that are raised that way have only 1 Body Point.

Ramming: Enemies who can move at least 4 squares in a line hit the target with one extra Attack Die. If that target gets injured, it gets pushed back until the enemy stops moving and becomes Pinned. This ability adds 100 to their Prowess.

Rearguard: These enemies avoid close combat if possible and position themselves behind other allies. This ability adds 50 to their Prowess.

Regeneration: These enemies heal 1 Body Point each round. This ability adds 100 to their Prowess.

Resurrection: Some Undead do not remain dead after you defeat them. They all have a weakness the heroes have to take advantage of in order to keep them permanently dead.

- This ability adds 50 to the Prowess of Undead whose weakness is somewhere on their body (such as smashing the head of a Zombie or stabbing the heart of a Vampire. If the players are using the Experience Point variant, they will not be getting any more experience by beating the same Undead over and over.

- This ability adds 300 to the Prowess of Undead whose weakness is somewhere away from their body (such as the Phylactery of a Lich or the Sarcophagus of a Mummy Lord). If the location of such an item is not specified by the notes of the Quest, a Fate card has to be added to the deck that will represent the location of that item. If the players are using the Experience Point variant, they are allowed to get experience by beating the same Undead twice, but not more than that.

Sabotage: If they roll a White Shield during an attack, these enemies automatically activate a trap in that area (if there is one) or they make a tall piece of furniture to fall on their targets (if there is one). This ability adds 50 to their Prowess.

Scouting: These enemies alert their allies in neighboring areas during the first round of battle (they yell or make noise). This ability adds 100 to their Prowess.

Separate: Cavalry units separate into 2 different units when they are defeated, as mentioned in the description of that unit. For 1 round after the separation both units are Dazed and have halved Attack and Defense dice, rounded down. This ability adds 100 to their Prowess.

Speed: The maximum squares an enemy moves on his turn. Also how fast he takes initiative during battle. He gets 50 to his Prowess for every 2 squares above 10, and loses 50 for every 2 squares below 10.

Split: Oozes with this ability split in half when they are attacked with weapons that inflict slashing or elemental damage. Each half has the same statistics as the original, but also half the Body Points. This ability adds 50 to their Prowess.

Sprout: These enemies sprout from the ground or from wall sockets and attack first during the first round of combat. Their attack is Undefendable during the first round of combat (the target can't roll Defense Dice). This ability adds 100 to their Prowess.

Stoneskin: These enemies have skin that is hard like stone. They halve damage by Piercing and Slashing weapons. This ability adds 100 to their Prowess.

Tail Sweep: Once per battle, an enemy with a tail can sweep the one it attacks, making him lose his next Movement. It will use this ability only for preventing an enemy from moving to attack a more important ally, or for other allies to come closer and attack that enemy. The difficulty is 1, plus the Level of the enemy. This ability adds 50 to their Prowess.

Terror: These enemies have a terrifying presence. During the first round of combat, any adjacent enemy to the one the enemy attacks must succeed at a Will Save or it can't defend against attacks and runs away from battle for 1 round. This ability works only once per battle. The Difficulty is 3, plus the Level of the enemy. This ability adds 100 to their Prowess.

Theft: If they roll a White Shield during an attack, these enemies steal a small item from the target. Then they flee to the next area. They will open doors if needed to escape. They will be present in the next area. That area will have a hatch or a small hole, on the floor or on the wall. If they get through that hatch or hole, both the enemy and the item are removed from the game. This ability adds 50 to their Prowess.

Thin Mass: These enemies are made of very small pieces. They are immune to all physical attacks by mundane weapons. This ability adds 200 to their Prowess.

Tiny Mob: Tiny enemies can stand in the same square as other creatures. They can also attack in mobs and can coexist and attack at the same time from the same square. This increases the total amount of Attack Dice they roll. That amount drops according to how many of them are left standing after an attack. This ability does not change their total Prowess, because it's considered minor. The benefits are shown in their attack capability.

Toss: Any Pinned creature by this enemy can be tossed at other creatures as a free action. Both the tossed creature and the target creature suffer an Attack of 4 dice. This ability adds 100 to their Prowess.

Trample: Enemies who can move at least 4 squares in a line can hit a smaller target with one extra Attack Die and pass through its occupied space. If that target gets injured, it gets Dazed and has its Attack and Defense dice halved, rounded down, for 1 round. This ability adds 100 to their Prowess.

Undead: Undead halve damage from Piercing Weapons, and have immunity to mind-affecting abilities or spells such as Fear and Charm. This ability adds 50 to their Prowess.

Undefendable Attack: The target can't roll Defense Dice during the second attack of a Double Attack. This ability adds 100 to their Prowess.

Venom: Damage by these enemies can't be healed until they are cured of the poisoning. This ability adds 50 to their Prowess.

Weakening: Once per battle, a creature adjacent to this enemy must succeed at a Fortitude Save or he loses 1 Attack Die until he gets cured. The Difficulty is 1, plus the Level of the enemy. This ability adds 50 to their Prowess.

Webbing: Certain Spiders can shoot web at their enemies. The first time a creature damaged by this creature must succeed at a Fortitude Save or it can't move until it succeeds in a following Fortitude Save. The Difficulty is 1 plus the Level of the creature. This ability adds 100 to its Prowess.

Wood Eater: Oozes that constrict a victim and have this ability will prioritize to destroy wooden armor or weapons before damaging the victim. This ability does not add any Prowess to the Ooze.

Zombie Rot: Once per fight, whenever someone gets hit by a Zombie there is a chance he gets bitten. He has to succeed at a Fortitude Save with a Difficult of 1 plus the Level of the enemy, or he loses 1 Defense Die. If he succeeds he has immunity to this ability for the remainder of the battle. While Zombie Rot is in effect, further injuries by Zombies do not lower the defense any further. This effect requires a cure, or rest after a quest in order to go away. This ability adds 50 to their Prowess.

VARIANT NO.8) MONSTER MATRIXES

Do you want more enemy variety? Here are a bunch of matrixes regarding that. With this variant you replace existing monsters with other variations of equal power. I also provide weaker and stronger variations in case you want to change the difficulty of the game in general. The difficulty is arranged by Levels, with 1 being the easiest and 7 being the hardest.

Greenskin Matrix

In the core game, Goblins and Orcs are called Greenskins and belong in the same species. If you know more about Warhammer then you are aware they have many subspecies.

- Snotlings are tiny Goblins that act like playful puppies. Their weapons are so small they seem to be needles in the eyes of heroes. They are not good in battle, but because of their small size many of them can occupy the same square (the **Tiny Mob** ability) and can attack at once. Goblins hate them, while Orcs adore them.



- Squigs are ball-shaped carnivores with huge mouths and no hands. They behave like hungry dogs. They serve as guards or mounts. They don't have a specific size, since the smallest of them can have the size of a puppy, while the largest can be gigantic. In this variant, Horned Squigs are considered human-sized, while Cave Squigs are considered large.



- Hobgoblins are larger than Goblins but still smaller than Orcs. They are free-spirited and hate Orcs. Very good archers.



- Gremlins are normally NOT Greenskins, but their overall look and playstyle easily makes them Goblin-like creatures that love to cause mischief. Their mundane versions are not as powerful as those in Frozen Horror. In Frozen Horror they have the Ice subtype which makes them more dangerous because of the harsh climate.



- Giant Wolves have nothing to do with Greenskins, but because Wolf Riders are a very popular cavalry unit of Orcs, I decided to merge the Wolf matrix with the Greenskin matrix. A lot easier and far more variable than creating a wolf-only matrix.



- Goblins in general behave like spoiled children. They hate Snotlings and are constantly bullied by Orcs so they will be obedient.
 - I added the Redcaps as their improved versions, which wear hoods soaked in human blood and Steel Boots. Their even more powerful versions are the Madcaps, which wear hoods soaked in Demon blood.



- Orcs in general behave like rednecks that only care about fighting. They adore Snotlings and constantly bully Goblins as means to control them.



Level 1 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-3	Snotling	10	1/1 (Needle)	1/1 (Unarmored)	1	1	Combat Mobility, Carelessness, Fleeing
4-6	Goblin Stabber	10	1/4 (Dagger)	1/1 (Unarmored)	1	1	Combat Mobility. An easier Goblin, used as a warm-up

Level 2 (roll 1d6 when you want to replace a mundane Goblin)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Snotling Duo	10	2*/1 (Needles)	1/1 (Unarmored)	2	1	Combat Mobility, Tiny Mob
2	Squig	12	1/3 (Fangs)	2/1 (Unarmored)	1	1	Combat Mobility, Carelessness, Scouting, Pinning
3	Goblin Warrior	10	2/3 (Shortsword)	1/1 (Unarmored)	1	1	Combat Mobility. The mundane monster of the core game.
4	Goblin Ambusher	10	1/4 (Dagger)	1/1 (Unarmored)	1	1	Combat Mobility, Ambush
5	Goblin Acolyte	10	1/3 (Cane)	1/1 (Unarmored)	1	2	Combat Mobility, Rearguard, Knows 1 Spell
6	Gremlin Thief	10	1/4 (Dagger)	1/1 (Unarmored)	1	2	Combat Mobility, Theft

Level 3 (roll 2d8 when you want to replace a mundane Orc)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
2	Snotling Trio	10	3*/1 (Needles)	1/1 (Unarmored)	3	1	Combat Mobility, Tiny Mob
3	Snotling Bomb Duo	10	2*/4 (Bomb)	1/1 (Unarmored)	2	1	Combat Mobility, Tiny Mob, Rearguard, Carelessness, Kamikaze
4	Horned Squig	12	2/3 (Fangs)	3/1 (Unarmored)	2	1	Pinning, Ramming
5	Orc-bred Grey Wolf	10	4/3 (Fangs)	1/1 (Unarmored)	2	1	Fleeing
6	Goblin Scout	10	2/3 (Shortsword)	1/1 (Unarmored)	1	1	Combat Mobility, Rearguard, Scouting
7	Goblin Assassin	10	1/4 (Dagger)	1/1 (Unarmored)	1	1	Combat Mobility, Ambush, Backstab
8	Goblin Spearman	10	2/3 (Spear)	1/1 (Unarmored)	1	1	Combat Mobility, Rearguard, Thrust
9	Goblin Slinger	10	2/3 (Shortsword)	1/1 (Unarmored)	1	1	Rearguard. Has a Sling as a secondary weapon (1/3).
10	Goblin Fanatic	10	2/3 (Warstaff)	1/1 (Unarmored)	2	2	Combat Mobility, Rearguard, Knows 3 Spells
11	Goblin Squig Rider	12	2/4 (Shortsword)	1/1 (Unarmored)	1	1	Trample, Separate: Goblin Warrior and Squig (see Level 2).
12	Goblin Skeleton	8	2/3 (Shortsword)	1/1 (Unarmored)	2	0	Combat Mobility, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
13	Gremlin Saboteur	10	2/3 (Shortsword)	1/1 (Unarmored)	1	1	Combat Mobility, Theft, Sabotage
14	Orc Warrior	8	3/3 (Mace)	2/1 (Unarmored)	1	2	Pulling, Fleeing. The mundane monster of the core game
15	Orc Ambusher	8	3/3 (Mace)	2/1 (Unarmored)	1	2	Pulling, Ambush
16	Orc Acolyte	8	2/4 (Warstaff)	2/1 (Unarmored)	2	3	Pulling, Rearguard, Knows 1 Spell

Level 4 (roll 1d10+1d12 when you want to replace a mundane Ice Gremlin)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
2	Snotling Quartet	10	4*/1 (Needles)	1/1 (Unarmored)	4	1	Combat Mobility, Tiny Mob, Fleeing
3	Snotling Saboteurs	10	3*/1 (Needles)	1/1 (Unarmored)	3	1	Combat Mobility, Tiny Mob, Sabotage, Fleeing
4	Orc-bred Winter Wolf	10	4/3 (Fangs)	2/1 (Unarmored)	4	1	Diagonal Attack
5	Flying Squig	12	2/4 (Fangs)	3/1 (Unarmored)	3	1	Flying, Pinning
6	Horned Skeleton Squig	10	2/3 (Fangs)	3/1 (Unarmored)	3	0	Pinning, Ramming, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
7	Goblin Harpooner	10	2/3 (Hooked Spear)	1/1 (Unarmored)	2	2	Combat Mobility, Thrust, Pinning, Fleeing
8	Goblin Berserker	10	3/3 (Mace)	1/1 (Unarmored)	3	1	Combat Mobility, Berserk
9	Goblin Bomber	10	3*/4 (Bomb)	1/1 (Unarmored)	3	1	Combat Mobility, Rearguard, Carelessness, Kamikaze
10	Goblin Shaman	10	2/3 (Warstaff)	1/1 (Unarmored)	3	3	Combat Mobility, Rearguard, Knows 1 Category of Magic
11	Goblin Zombie	6	2/3 (Shortsword)	2/1 (Unarmored)	3	0	Combat Mobility, Undead, Zombie Rot. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
12	Hobgoblin Archer	10	2/3 (Shortsword)	1/1 (Unarmored)	3	2	Rearguard. Has a Shortbow as a secondary weapon (2/3)
13	Ice Gremlin	10	2/3 (Shortsword)	3/1 (Unarmored)	3	2	Combat Mobility, Theft. The mundane monster of the core game
14	Gremlin Jinxer	10	2/3 (Shortsword)	1/1 (Unarmored)	2	1	Combat Mobility, Theft, Sabotage, Jinx
15	Orc Scout	8	3/3 (Mace)	2/1 (Unarmored)	3	2	Pulling, Scouting
16	Orc Guard	8	3/3 (Mace)	2/2 (Wooden Shield)	3	2	Pulling, Cover
17	Orc Flailer	8	3/3 (Flail)	2/1 (Unarmored)	4	2	Diagonal Attack
18	Orc Assassin	8	3/3 (Mace)	1/1 (Unarmored)	3	2	Pulling, Ambush, Backstab
19	Orc Fanatic	8	2/3 (Warstaff)	2/1 (Unarmored)	3	4	Pulling, Rearguard, Knows 3 Spells
20	Orc Horned Squig Rider	12	3/4 (Mace)	2/1 (Unarmored)	1	2	Ramming, Separate: Orc Warrior and Horned Squig (see Level 3).
21	Orc Wolf Rider	10	3/4 (Mace)	2/1 (Unarmored)	2	2	Trample, Separate: Orc Warrior and Orc-bred Grey Wolf (see Level 3).
22	Orc Skeleton	6	3/3 (Mace)	2/1 (Unarmored)	3	0	Pulling, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.

Level 5 (roll 2d8 when you want to replace a mundane Giant Wolf)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
2	Snotling Squad	10	6*/1 (Needles)	1/1 (Unarmored)	6	1	Combat Mobility, Tiny Mob, Fleeing
3	Snotling Jinxers	10	3*/1 (Needles)	1/1 (Unarmored)	4	1	Combat Mobility, Tiny Mob, Sabotage, Jinx, Fleeing
4	Giant Wolf	10	3/3 (Fangs)	2/1 (Unarmored)	5	1	Diagonal Attack. The mundane monster of the core game
5	Horned Zombie Squig	8	2/3 (Fangs)	3/1 (Unarmored)	4	0	Pinning, Ramming, Undead, Zombie Rot. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
6	Cave Squig	10	4/3 (Fangs)	3/1 (Unarmored)	5	1	Pinning, Scouting, Trample
7	Redcap	10	2/3 (Sickle)	2/2 (Bronze Sabatons)	5	2	Combat Mobility, Bloodlust
8	Hobgoblin Flying Squig Rider	12	2/4 (Shortsword)	1/1 (Unarmored)	2	2	Flying, Rearguard. Has a Shortbow as a secondary weapon (2/4). Separate: Hobgoblin Archer and a Flying Squig (see Level 4).
9	Ice Gremlin Saboteur	10	2/3 (Shortsword)	3/1 (Unarmored)	4	2	Combat Mobility, Theft, Sabotage
10	Orc Immobilizer	8	3/3 (Spiked Flail)	2/1 (Unarmored)	5	2	Attacks Diagonally, Pinning
11	Orc Bomber	8	3*/4 (Bomb)	2/1 (Unarmored)	5	2	Pulling, Rearguard, Carelessness, Kamikaze
12	Orc Elite Assassin	8	2/3 (Shortsword)	1/1 (Unarmored)	4	2	Pulling, Ambush, Backstab, Fleeing
13	Savage Orc	8	4/3 (War Axe)	2/1 (Unarmored)	5	2	Pulling, Berserk
14	Orc Shaman	8	2/4 (Warstaff)	2/1 (Unarmored)	4	5	Pulling, Rearguard, Knows 1 Category of Magic Pulling,
15	Orc Winter Wolf Rider	10	3/4 (Mace)	2/2 (Wooden Shield)	2	2	Pulling, Cover, Trample, Separate: Orc Guard and Orc-bred Winter Wolf (see Level 4).
16	Orc Zombie	4	3/3 (Mace)	2/1 (Unarmored)	4	0	Pulling, Undead, Zombie Rot. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.

Level 6 (roll 2d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
2	Snotling Skeleton Squad	8	6*/2 (Needles)	1/1 (Unarmored)	6	0	Combat Mobility, Tiny Mob, Fleeing, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
3	Giant Skeleton Wolf	8	3/3 (Fangs)	2/1 (Unarmored)	6	0	Diagonal Attack, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
4	Giant Alpha Wolf	12	3/3 (Fangs)	2/1 (Unarmored)	5	2	Diagonal Attack, Rearguard, Leadership, Fleeing
5	Flying Squig Bomber	12	3*/4 (Fangs)	3/1 (Unarmored)	5	1	Flying, Rearguard, Pinning, Carelessness, Kamikaze
6	Horned Ghoul Squig	12	2/3 (Fangs)	3/1 (Unarmored)	5	0	Pinning, Ramming, Undead, Possessed
7	Giant Cave Squig	6	5/3 (Fangs)	3/1 (Unarmored)	6	1	Pinning, Scouting, Trample
8	Madcap	10	2/3 (Sickle)	2/2 (Bronze Sabatons)	6	2	Combat Mobility, Bloodlust, Combustion
9	Goblin King	12	2/3 (Shortsword)	1/1 (Unarmored)	5	4	Combat Mobility, Rearguard, Leadership, Fleeing
10	Hobgoblin Cave Squig Archer	8	2/4 (Shortsword)	1/1 (Unarmored)	5	2	Rearguard. Has a Shortbow as a secondary weapon (2/4). Trample, Separate: Hobgoblin Archer (see Level 4) and Cave Squig (see Level 5).
11	Ice Gremlin Jinxer	10	2/3 (Shortsword)	3/1 (Unarmored)	4	2	Combat Mobility, Theft, Sabotage, Jinx, Fleeing
12	Orc Warboss	10	4/3 (War Axe)	2/1 (Unarmored)	5	3	Pulling, Rearguard, Leadership, Berserk

Level 7 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Snotling Zombie Squad	6	6*/3 (Needles)	1/1 (Unarmored)	6	0	Combat Mobility, Tiny Mob, Fleeing, Undead, Zombie Rot. Resurrection after 3 Rounds if their skulls are not completely destroyed by holy magic or elemental energy.
2	Giant Spirit Wolf	12	3/3 (Fangs)	2/1 (Unarmored)	7	3	Diagonal Attack, Incorporeal, Leadership, Fleeing
3	Goblin Vampire King	12	2/3 (Shortsword)	1/1 (Unarmored)	6	4	Combat Mobility, Undead, Blood Suck, Rearguard, Leadership, Fleeing
4	Giant Skeleton Cave Squig	4	5/3 (Fangs)	3/1 (Unarmored)	9	0	Pinning, Scouting, Trample, Undead
5	Hobgoblin Giant Cave Squig Archers	6	5/3 (Fangs) & 2*/4 (Shortbow)	1/1 (Unarmored)	6	2	Rearguard, Trample, Artillery: Giant Cave Squig (see Level 6) and 3 Hobgoblin Archers with Shortbows (2/4)
6	Orc Warlord	10	4/3 (War Axe)	2/1 (Unarmored)	5	4	Pulling, Rearguard, Leadership, Scouting, Berserk, Fleeing

Undead Matrix

All Undead in this variant halve the damage they receive from Piercing Weapons, and are immune to mental attacks such as Fear or Charm.

Undead used in the core game:

- Skeletons are treated as the weakest type of Undead. Aesthetically they are bones animated by dark magic that can use some of the battle experience of their former host in battle. They do not retain any memories of their former selves.
- Zombies are stronger than Skeletons and have Zombie Rot. Aesthetically they are corpses that return to life unwillingly and can only do the most basic activities of their former selves. They might retain a couple of memories from the time they were alive but they are otherwise no longer the people they used to be.
- Mummies are stronger than Zombies and have Mummy Rot. Aesthetically they are corpses that return to life willingly, often to protect an area or because they seek immortality, and can do most of the activities of their former selves. They retain a lot of memories from the time they were alive but they are all twisted and hazy, thus they are no longer the people they used to be.

Additional Undead used in this variant:

- Ghouls are stronger than Zombies but weaker than Mummies and are always possessed by Dybbuks. Aesthetically they are living people who got possessed by evil spirits or demons unwillingly and like to feast on corpses. They can do most of the activities of their former selves. They retain a lot of memories from the time they were alive but they are all twisted and hazy, thus they are no longer the people they used to be.
- Vampires are as powerful as Mummies and have Blood Suck. Aesthetically they are living people who got infected by a disease that turned them into blood-sucking immortals. They can do all of the activities of their former selves. They retain all of memories from the time they were alive but they are far more violent and often more erotic, thus they are somewhat no longer the people they used to be.
- Lich are the most powerful corporeal Undead. Aesthetically they are spellcasters who achieved immortality, while also retaining all skills and memories of their former selves.
- Shadows are the souls of those who died after a lot of suffering and who can't move to the afterlife.
- Dybbuks are evil spirits that possess corpses.
- Poltergeists are souls of those who refuse to move to the afterlife and linger around the area their body died.
- Ghosts are the souls of those who got murdered or died with unfinished businesses and can't move to the afterlife.
- Wraiths are the most powerful incorporeal Undead. They are souls of very evil creatures that refuse to move to the afterlife and stick around to cause more harm.

Level 1 (roll 1d10)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Severed Skeleton Hand	10	1/1 (Unarmed)	1/1 (Unarmored)	1	0	Undead, Combat Mobility. All 4 of these monsters are the result of Partial Reanimation. A Skeleton with that ability splits off into 4 parts when it's destroyed. Each one of those parts moves individually.
3-4	Lower Body Skeleton Kicker						
5-6	Upper Body Skeleton Crawler						
7-8	Hopping Skull						
9-10	Bat	12	1/2 (Unarmed)	1/1 (Unarmored)	1	1	Flying, Combat Mobility, Fleeing

Level 2 (roll 1d8 when you want to replace a mundane Skeleton)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Skeleton Warrior	6	2/3 (Shortsword)	2/1 (Unarmored)	1	0	Undead. The mundane monster of the core game.
2	Severed Zombie Hand	8	1/2 (Unarmed)	1/1 (Unarmored)	1	0	Undead, Combat Mobility. All 4 of these monsters are the result of Partial Reanimation. A Zombie with that ability splits off into 4 parts when it's destroyed. Each one of those parts moves individually.
3	Lower Body Zombie Kicker						
4	Upper Body Zombie Crawler						
5	Hopping Zombie Head						
6	Giant Bat	12	2/2 (Unarmed)	2/1 (Unarmored)	1	1	Flying, Scouting
7	Small Bat Swarm	12	1/2 (Unarmed)	1/1 (Unarmored)	2	1	Flying, Combat Mobility, Fleeing
8	Shadow	8	1/1 (Unarmed)	1/1 (Unarmored)	1	0	Undead, Incorporeal

Level 3 (roll 1d8 when you want to replace a mundane Zombie)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Fearsome Skeleton	6	2/3 (Shortsword)	2/1 (Unarmored)	2	0	Undead, Fear
2	Skeleton Ambusher	6	2/3 (Shortsword)	2/1 (Unarmored)	2	0	Undead, Sprout
3	Skeleton Acolyte	6	1/3 (Cane)	2/1 (Unarmored)	2	1	Undead, Rearguard, Knows 1 Spell.
4	Skeletal Beast	8	2/2 (Unarmed)	2/1 (Unarmored)	3	0	Undead, Diagonal Attack
5	Zombie Warrior	5	2/3 (Shortsword)	3/1 (Unarmored)	1	0	Undead, Zombie Rot. The mundane monster of the core game.
6	Vampire Bat	12	2/2 (Unarmed)	2/1 (Unarmored)	2	1	Flying, Blood Suck, Scouting
7	Large Bat Swarm	12	1/2 (Unarmed)	1/1 (Unarmored)	3	1	Flying, Combat Mobility, Fleeing
8	Dybbuk	8	1/2 (Unarmed)	1/1 (Unarmored)	1	0	Undead, Incorporeal, Mind Drain, Death Possession

Level 4 (roll 3d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
3	Skeleton Cleaver	6	2/3 (Scythe)	2/1 (Unarmored)	4	0	Undead. Can use No Movement to Cleave 2 Heroes.
4	Skeleton Guard	6	2/3 (Shortsword)	2/2 (Wooden Shield)	4	0	Undead, Cover
5	Skeleton Rib Thrower	6	2/3 (Shortsword)	2/1 (Unarmored)	4	0	Undead, Rearguard. Optional ranged attack (1/3).
6	Terrifying Skeleton	6	2/3 (Shortsword)	2/1 (Unarmored)	4	0	Undead, Terror
7	Skeleton Burrower	6	2/3 (Shortsword)	2/1 (Unarmored)	3	0	Undead, Sprout, Burial
8	Skeleton Fanatic	6	1/3 (Cane)	2/1 (Unarmored)	3	2	Undead, Rearguard, Knows 3 Spells.
9	Skeleton Partial Reanimator	6	2/3 (Shortsword)	2/1 (Unarmored)	1	0	Undead. When destroyed, it splits in 4 individual parts (see Level 1).
10	Skeleton Rider	6	2/4 (Shortsword)	2/1 (Unarmored)	3	0	Trample, Separate: Skeleton Warrior and Skeletal Beast (see Level 3).
11	Zombified Beast	7	3/2 (Unarmed)	2/1 (Unarmored)	3	0	Undead, Zombie Rot, Diagonal Attack
12	Ghoul Warrior	8	3/3 (Unarmed)	3/1 (Unarmored)	2	0	Undead, Possessed
13	Fearsome Zombie	5	2/3 (Shortsword)	3/1 (Unarmored)	3	0	Undead, Zombie Rot, Fear
14	Zombie Ambusher	5	2/3 (Shortsword)	3/1 (Unarmored)	3	0	Undead, Zombie Rot, Sprout
15	Zombie Acolyte	5	2/3 (Warstaff)	2/1 (Unarmored)	2	1	Undead, Zombie Rot, Rearguard, Knows 1 Spell
16	Vampire Spawn	8	4/3 (Fangs)	3/1 (Unarmored)	3	2	Undead, Blood Suck. Resurrection after 3 Rounds if its heart is not pierced.
17	Vampire Bat Swarm	12	1/2 (Unarmed)	1/1 (Unarmored)	4	1	Flying, Blood Suck, Combat Mobility, Scouting
18	Poltergeist	8	1/2 (Unarmed)	1/1 (Unarmored)	2	0	Undead, Incorporeal, Construct Possession

Level 5 (roll 1d10+1d8 when you want to replace a mundane Mummy)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
2	Skeleton Harvester	6	2/3 (Scythe)	2/1 (Unarmored)	5	0	Undead, Raise Dead. Can use No Movement to Cleave 3 Heroes.
3	Skeleton Shielder	6	2/3 (Shortsword)	2/2 (Wooden Tower)	5	0	Undead, Cover, Anti-Projectile
4	Skeleton Skull Thrower	6	2/3 (Shortsword)	2/1 (Unarmored)	5	0	Undead, Rearguard. Optional ranged attack (2/3).
5	Maddening Skeleton	6	2/3 (Shortsword)	2/1 (Unarmored)	5	0	Undead, Madness
6	Skeleton Reanimator	6	2/3 (Shortsword)	2/1 (Unarmored)	5	0	Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
7	Lich	8	1/3 (Cane)	2/1 (Unarmored)	4	3	Undead, Rearguard, Knows 3 Spells. Resurrection after 3 Rounds if its phylactery is not destroyed.
8	Zombie Guard	5	2/3 (Shortsword)	3/2 (Bronze Shield)	4	0	Undead, Zombie Rot, Cover
9	Terrifying Zombie	5	2/2 (Unarmed)	3/1 (Unarmored)	4	0	Undead, Zombie Rot, Terror
10	Zombie Burrower	5	2/3 (Shortsword)	3/1 (Unarmored)	4	0	Undead, Zombie Rot, Sprout, Burial
11	Zombie Cultist	5	2/3 (Warstaff)	2/1 (Unarmored)	4	2	Undead, Zombie Rot, Rearguard, Knows 3 Spells
12	Zombie Partial Reanimator	5	2/3 (Shortsword)	3/1 (Unarmored)	4	0	Undead, Zombie Rot. When destroyed, it splits in 4 individual parts (see Level 2).
13	Zombie Rider	7	2/4 (Shortsword)	3/1 (Unarmored)	3	0	Undead, Zombie Rot, Trample, Separate: Zombie Warrior and Zombified Beast (see Level 4).
14	Fearsome Ghoul	8	3/3 (Unarmed)	3/1 (Unarmored)	3	0	Undead, Possessed, Fear
15	Ghoul Ambusher	8	3/3 (Unarmed)	3/1 (Unarmored)	3	0	Undead, Possessed, Sprout
16	Greater Vampire	10	4/3 (Fangs)	3/1 (Unarmored)	3	3	Undead, Blood Suck, Rearguard, Knows 1 Spell. Resurrection after 3 Rounds if its heart is not pierced.
17	Mummy Warrior	4	3/3 (Unarmed)	4/1 (Unarmored)	2	0	Undead, Mummy Rot. The mundane monster of the core game.
18	Ghost	8	1/2 (Unarmed)	1/1 (Unarmored)	2	0	Undead, Incorporeal, Life Possession

Level 6 (roll 1d12)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Soul Reaper	6	2/3 (Scythe)	2/1 (Unarmored)	6	0	Undead, Raise Dead, Mind Drain. Can use No Movement to Cleave 3 Heroes.
2	Zombie Shielder	5	2/3 (Shortsword)	3/2 (Bronze Tower)	5	0	Undead, Zombie Rot, Cover, Anti-Projectile
3	Maddening Zombie	5	2/3 (Shortsword)	3/1 (Unarmored)	5	0	Undead, Zombie Rot, Madness
4	Zombie Priest	5	2/3 (Warstaff)	2/1 (Unarmored)	4	3	Undead, Zombie Rot, Rearguard, Knows 1 Category of Magic
5	Terrifying Ghoul	8	3/3 (Unarmed)	3/1 (Unarmored)	4	0	Undead, Possessed, Terror
6	Ghoul Burrower	8	3/3 (Unarmed)	3/1 (Unarmored)	4	0	Undead, Possessed, Sprout, Burial
7	Ghoul Rider	7	3/4 (Shortsword)	3/1 (Unarmored)	3	0	Undead, Possessed, Trample, Separate: Ghoul Warrior (see Level 5) and Zombified Beast (see Level 4).
8	Vampire Lord	12	4/3 (Fangs)	3/1 (Unarmored)	4	4	Undead, Blood Suck, Rearguard, Knows 3 Spells. Resurrection after 3 Rounds if its coffin is not completely destroyed by holy magic or elemental energy.
9	Fearsome Mummy	4	3/3 (Unarmed)	4/1 (Unarmored)	3	0	Undead, Mummy Rot, Fear
10	Mummy Acolyte	4	3/3 (Unarmed)	4/1 (Unarmored)	3	1	Undead, Mummy Rot, Rearguard, Knows 1 Spell
11	Mummy Guard	4	3/3 (Unarmed)	5/1 (Unarmored)	3	0	Undead, Mummy Rot, Cover. The mini boss of The Trial.
12	Wraith	8	1/2 (Unarmed)	1/1 (Unarmored)	3	0	Undead, Incorporeal, Life Possession, Construct Possession

Level 7 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Death God	6	2/4 (Scythe)	2/1 (Unarmored)	6	3	Undead, Incorporeal, Raise Dead, Mind Drain, Death Possession. Can use No Movement to Cleave 3 Heroes. Resurrection after 3 Rounds if the portal that summoned him is not shut.
3-4	Vampire Rider	7	2/4 (Shortsword)	3/1 (Unarmored)	5	3	Undead, Blood Suck, Rearguard, Knows 1 Spell, Trample, Separate: Greater Vampire (see Level 5) and Zombified Beast (see Level 4).
5-6	Mummy Lord	6	3/3 (Unarmed)	4/1 (Unarmored)	4	2	Undead, Mummy Rot, Rearguard, Knows 3 Spells. When destroyed, it resurrects after 3 Rounds if its Sarcophagus is not completely destroyed by holy magic or elemental energy.

Dread Warrior Matrix

In the core game Dread Warriors and Dread Sorcerers are based on the Chaos Warriors of Warhammer, who have several slight variations.

- Warhounds are wild dogs, used for scouting.



- Marauders are considered to be the weakest for not wearing much armor.



- Forsaken are warriors who have been mutated by evil and gain natural defense by their demonic appendices.



- Chosen are the heavy armored ones.



- Exalted are the elites, and also the ones the heroes face in the core game.



- Dread Lords are the leaders and the most powerful.



Level 1

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Warhound Puppy	8	1/3 (Fangs)	1/1 (Unarmored)	1	1	Scouting

Level 2 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-3	Marauder	8	3/3 (Broadsword)	2/1 (Unarmored)	1	2	Bleeding
4-6	Warhound	12	2/3 (Fangs)	2/1 (Unarmored)	1	1	Scouting, Pinning

Level 3 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Forsaken	10	3/3 (Claws)	3/1 (Carapace)	2	2	Bleeding
3-4	Dread Skeleton	6	3/3 (Broadsword)	2/1 (Unarmored)	1	0	Undead, Bleeding. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
5-6	Wild Horse	12	4/3 (Unarmed)	2/1 (Unarmored)	1	1	Trample, Fleeing

Level 4 (roll 1d4)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Chosen	7	3/3 (Broadsword)	4/1 (Bronze Full Plate)	3	2	Bleeding
2	Warhorse	12	5/3 (Unarmed)	2/1 (Unarmored)	2	1	Trample, Fleeing
3	Dread Zombie	5	3/3 (Broadsword)	3/1 (Unarmored)	2	0	Undead, Zombie Rot, Bleeding. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
4	Marauder Rider	12	3/4 (Broadsword)	2/1 (Unarmored)	1	2	Bleeding, Trample, Separate: Marauder (see Level 2) and Wild Horse (see Level 3).

Level 5 (roll 1d4 when you want to replace a mundane Dread Warrior)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Exalted	7	4/3 (Improved Mace)	4/1 (Bronze Full Plate)	3	3	Bleeding. The mundane monster of the core game.
2	Nightmare	12	5/3 (Unarmed)	2/1 (Unarmored)	4	2	Flying, Knows 1 Spell
3	Dread Ghoul	8	3/3 (Broadsword)	3/1 (Unarmored)	4	0	Undead, Possessed, Bleeding
4	Chosen Knight	12	3/4 (Broadsword)	4/1 (Bronze Full Plate)	2	2	Bleeding, Trample, Separate: Chosen and War Horse (see Level 4).

Level 6 (roll 1d6 when you want to replace a mundane Dread Sorcerer)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Dread Sorcerer	6	2/3 (Warstaff)	3/1 (Magic Robe)	8	6	Knows 3 Spells. The mundane monster of the core game.
3-4	Dread Vampire	10	4/3 (Improved Mace)	3/1 (Unarmored)	5	3	Undead, Blood Suck, Bleeding
5-6	Exalted Knight	12	4/4 (Improved Mace)	4/1 (Bronze Full Plate)	3	3	Bleeding, Trample, Separate: Exalted and Nightmare (see Level 5).

Level 7 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Dread Lord	10	5/3 (Improved Battle Axe)	4/1 (Bronze Full Plate)	6	4	Bleeding, Leadership
3-4	Enchanted Knight	12	2/4 (Warstaff)	3/1 (Magic Robe)	4	6	Knows 3 Spells, Flying, Separate: Dread Sorcerer (see Level 6) and Nightmare (see Level 5).
5-6	Doomguard	6	4/3 (Improved Mace)	5/1 (Steel Full Plate)	7	3	Bleeding, Cover

Lizardmen Matrix

In the core game there never were any Lizardmen. Even the lizard-like Fimir is not one and is hardly remembered nowadays. The Abomination that replaced it is basically a large Skink, so I am using this as an excuse to bring in the creatures from Warhammer. Keep in mind that Lizardmen are not evil most of the time and would gladly aid the heroes against actually evil factions.

- Skinks are small fishmen and the weakest Lizardmen.



- Cold Ones are Raptor-like creatures, used as mounts.



- Kroxigors are crocodile-like creatures, bigger and stronger than Skinks.



- Saurus are dinosaur-like creatures, bigger and stronger than Kroxigors.



- Slann are frog-like creatures, spellcaster priests and the leaders of the Lizardmen.



- Stegadons are large as Stegosaurus and can carry multiple units.



- The Crypt of Perpetual Darkness introduced dragons into the game and I used that to add the dragon matrix into the Lizardmen.



- Ophidians and Serpentians are not Warhammer creatures. I added them because it's super cool to have snake-like creatures.



- Nagas are also not Warhammer creatures. They are large snake-like creatures that choke their enemies. The Undead variant is the most dangerous.



Level 1

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Poisonous Snake	8	1/1 (Fangs)	1/1 (Unarmored)	1	1	Combat Mobility, Venom

Level 2 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Poisonous Snakes	8	1/1 (Fangs)	1/1 (Unarmored)	3	1	Combat Mobility, Venom
3-4	Skink	10	1/4 (Dagger)	2/1 (Unarmored)	1	1	Tail Sweep, Combat Mobility
5-6	Cold one	12	2/3 (Claws)	1/1 (Unarmored)	1	1	Tail Sweep, Fleeing

Level 3 (roll 1d8 when you want to replace a mundane Abomination)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Snake Bed	8	1/1 (Fangs)	1/1 (Unarmored)	5	1	Combat Mobility, Venom
2	Chameleon Skink	10	1/4 (Dagger)	2/1 (Unarmored)	1	1	Tail Sweep, Combat Mobility, Ambush
3	Bone Skink	8	1/4 (Dagger)	2/1 (Unarmored)	1	0	Tail Sweep, Combat Mobility, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
4	Abomination	6	3/3 (Trident)	3/1 (Unarmored)	2	2	Pinning. The mundane monster of the core game
5	Ophidian	8	2/3 (Shortsword)	2/1 (Unarmored)	1	2	Tail Sweep, Hypnotic Gaze
6	Kroxigor	7	3/3 (Trident)	2/1 (Unarmored)	1	2	Tail Sweep, Thrust attack
7	Skink Rider	12	1/5 (Dagger)	2/1 (Unarmored)	1	1	Tail Sweep, Trample, Separate: Skink and Cold one (see Level 1).
8	Baby Dragon	12	1/4 (Elemental Breath)	2/1 (Unarmored)	2	1	Flying, Ranged Attack

Level 4 (roll 1d8)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Skink Assassin	10	1/4 (Dagger)	2/1 (Unarmored)	2	1	Tail Sweep, Combat Mobility, Ambush, Backstab
2	Chameleon Abomination	6	3/3 (Trident)	3/1 (Unarmored)	3	2	Pinning, Ambush
3	Bone Abomination	4	3/3 (Trident)	3/1 (Unarmored)	3	0	Pinning, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
4	Saurus	6	2/3 (Spear)	3/1 (Unarmored)	4	2	Tail Sweep, Thrust attack
5	Serpentian	8	2/3 (Shortsword)	3/1 (Unarmored)	2	2	Tail Sweep, Hypnotic Gaze, Venom
6	Chameleon Kroxigor	7	3/3 (Trident)	2/1 (Unarmored)	3	2	Tail Sweep, Thrust attack, Ambush
7	Bone Kroxigor	5	3/3 (Trident)	2/1 (Unarmored)	3	0	Tail Sweep, Thrust attack, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
8	Young Dragon	10	2/4 (Elemental Breath)	3/1 (Unarmored)	3	2	Flying, Tail Sweep

Level 5 (roll 1d10)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Saurus Temple Guard	6	2/3 (Spear)	3/2 (Bronze Shield)	4	2	Tail Sweep, Thrust attack, Cover
3-4	Bone Saurus	4	2/3 (Spear)	3/1 (Unarmored)	5	0	Tail Sweep, Thrust attack, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
5-6	Naga	8	3/3 (Fangs)	3/1 (Unarmored)	3	2	Tail Sweep, Hypnotic Gaze, Venom, Pinning, Constriction
7-8	Dragon Rider	10	2/4 (Spear)	3/1 (Unarmored)	4	2	Flying, Tail Sweep, Separate: Saurus and Young Dragon (see Level 4).
9-10	Adult Dragon	10	4/4 (Claws)	4/1 (Unarmored)	3	2	Flying, Tail Sweep. Knows 1 Spell.

Level 6 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Bone Naga	6	3/3 (Fangs)	3/1 (Unarmored)	4	0	Tail Sweep, Hypnotic Gaze, Venom, Pinning, Constriction, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
2	Slann	6	2/2 (Unarmed)	3/1 (Unarmored)	6	5	Flying. Knows 1 Category of Magic.
3	Steggadon	5	4/3 (Claws)	4/1 (Unarmored)	6	1	Pinning, Ramming
4	Dragon Knight	10	2/4 (Spear)	3/2 (Unarmored)	6	2	Flying, Tail Sweep, Knows 1 Spell, Separate: Saurus Temple Guard and Adult Dragon (see Level 5).
5	Bone Dragon	8	4/3 (Claws)	4/1 (Unarmored)	6	1	Undead, Tail Sweep. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
6	Old Dragon	8	5/4 (Claws)	5/1 (Unarmored)	4	3	Flying, Tail Sweep. Knows 3 Spells.

Level 7 (roll 1d4)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Steggadon Artillery	5	4/3 (Claws) & 1*/5 (Dagger)	4/1 (Unarmored)	4	1	Pinning, Ramming, Artillery: Steggadon (see Level 6) and the 4 Skink (see Level 2).
2	Dragoon	10	2/4 (Spear)	3/2 (Unarmored)	8	2	Flying, Tail Sweep, Separate: Saurus Temple Guard (see Level 5) and Old Dragon (see Level 6).
3	Dracolich	8	5/3 (Claws)	5/1 (Unarmored)	4	2	Undead, Tail Sweep. Knows 3 Spells. Resurrection after 3 Rounds if its phylactery is not destroyed.
4	Ancient Dragon	7	6/4 (Claws)	6/1 (Unarmored)	5	4	Flying, Tail Sweep. Knows 1 Category of Magic. The boss monster named Venim from the Crypt of Perpetual Darkness

Demon Matrix

In the core game there never were any Demons. The Gargoyle was the closest creature to one but was renamed because the game was aimed at children. I didn't bother much with this matrix since the rules don't allow that much variation among the various types. Also I disliked the Warhammer variants; they were all disgusting. I am instead using more tame versions from Dungeons & Dragons.

Level	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Hell Hound	12	1/3 (Fangs)	1/1 (Unarmored)	1	1	Scouting
2	Imp	10	1/4 (Small Pitchfork)	1/1 (Unarmored)	1	2	Flying, Life Possession
3	Succubus	8	2/4 (Claws)	2/1 (Unarmored)	2	3	Flying, Hypnotic Gaze
4	Incubus	8	2/4 (Claws)	2/1 (Unarmored)	2	3	Flying, Hypnotic Gaze, Life Possession
5	Gargoyle	6	4/4 (Improved Whip)	5/1 (Unarmored)	3	4	Flying, Pinning, Stoneskin. The mundane monster of the core game
6	Nabassu	5	5/4 (Claws)	5/1 (Unarmored)	3	5	Flying, Pinning, Stoneskin, Knows 1 Spell
7	Lesser Balor	4	6/4 (Improved Fire Whip)	6/1 (Unarmored)	3	6	Flying, Pinning, Constriction, Stoneskin, Combustion, Knows 3 Spells

Beastman Matrix

A monster that never made it in any expansion. What I provide here are the seven more distinct subtypes of their kind.

- Ungors are the hornless and the weakest subtype.
- Gors are the horned ones and the most common type.
- Bestigors are more animal-like and have large horns.
- Harpies are their most known aerial unit.
- Minotaurs are their most common large unit.
- Centigors are something between a centaur and a minotaur.
- Ghorgons are the largest and most violent subtype, often regarded as the most powerful of them all.

I added in this matrix the Yeti and the Polar Warbear, since they are also humanoid beasts like the rest of them. Along with it I added for the heck of it the Werewolf and the Weretiger.

Level 1

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Ungor	8	1/4 (Dagger)	1/1 (Unarmored)	1	1	Fleeing

Level 2 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Gor	8	2/3 (Hand Axe)	2/1 (Unarmored)	1	1	Fleeing
3-4	Werewolf	10	2/3 (Claws)	2/1 (Unarmored)	2	2	Regeneration
5-6	Ungor Skeleton	6	1/4 (Dagger)	1/1 (Unarmored)	2	0	Fleeing, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.

Level 3 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Bestigor	8	2/3 (Hand Axe)	2/1 (Unarmored)	2	2	Ramming
3-4	Weretiger	10	2/3 (Claws)	2/1 (Unarmored)	3	2	Regeneration
5-6	Gor Skeleton	6	2/3 (Hand Axe)	2/1 (Unarmored)	2	0	Fleeing, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.

Level 4 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Harpy	10	3/4 (Talons)	3/1 (Unarmored)	3	2	Flying
3-4	Bestigor Skeleton	6	2/3 (Hand Axe)	2/1 (Unarmored)	3	0	Ramming, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.
5-6	Gor Zombie	5	2/3 (Hand Axe)	3/1 (Unarmored)	4	0	Zombie Rot, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.

Level 5 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Minotaur	6	4/3 (Battle Axe)	4/1 (Unarmored)	3	2	Ramming
3-4	Warbear	6	4*/3 (Giant club)	3/1 (Unarmored)	4	2	Double Attack
5-6	Bestigor Zombie	5	2/3 (Hand Axe)	3/1 (Unarmored)	5	0	Zombie Rot, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.

Level 6 (roll 1d6 when you want to replace a mundane Yeti)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Centigor	8	4/3 (Battle Axe)	4/1 (Unarmored)	4	2	Trample
3-4	Yeti	8	3/3 (Claws)	3/1 (Unarmored)	5	2	Pinning. The mundane monster of the core game
5-6	Minotaur Skeleton	4	4/3 (Battle Axe)	4/1 (Unarmored)	4	0	Ramming, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.

Level 7 (roll 1d6 when you want to replace a mundane Polar Warbear)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Ghorgon	10	4/3 (Battle Axe)	3/1 (Unarmored)	5	2	Ramming, Undefendable Attack
3-4	Polar Warbear	6	4*/3 (Giant club)	3/1 (Unarmored)	6	2	Double Attack, Undefendable Attack. The mundane monster of the core game
5-6	Yeti Skeleton	6	3/3 (Claws)	3/1 (Unarmored)	6	0	Pinning, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.

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Skaven Matrix

Skaven never made it into the core game despite being a fun faction to have. I made them being all about poisoned weapons and ambushes.

Typical Skaven are cowardly and always Flee when only one of them remains.

Typical Skaven have **Combat Mobility**, which allows them to move through Hero-occupied spaces.

Since one of their units is the Rat Ogre, I include in this Matrix the Ogre and the Troll as its stronger variations.

Level 1 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-3	Rat	10	1/1 (Fangs)	1/1 (Unarmored)	1	1	Combat Mobility, Fleeing
4-6	Slaverat	10	1/2 (Claws)	2/1 (Unarmored)	1	1	Combat Mobility, Scouting

Level 2 (roll 1d4)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Rat Squad	10	1/1 (Unarmed)	1/1 (Unarmored)	3	1	Combat Mobility, Tiny Mob, Poison, Fleeing
2	Giant Rat	10	2/2 (Unarmed)	2/1 (Unarmored)	1	1	Combat Mobility, Poison, Scouting
3	Clanrat	10	2/3 (Poisoned Shortsword)	1/1 (Unarmored)	1	1	Combat Mobility, Poison
4	Plague Monk	8	1/3 (Cane)	1/1 (unarmored)	1	1	Combat Mobility, Weakening

Level 3 (roll 2d4)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
2	Small Rat Pack	10	1/1 (Unarmed)	1/1 (Unarmored)	5	1	Combat Mobility, Tiny Mob, Poison, Fleeing
3	Skaven Scout	10	2/3 (Poisoned Shortsword)	1/1 (Unarmored)	1	1	Combat Mobility, Poison, Scouting
4	Skaven Spear Thrower	10	2/3 (Poisoned Spear)	1/1 (unarmored)	1	1	Combat Mobility, Poison, Rearguard, Throws weapon
5	Poisoned-Wind Globadier	8	2/3 (Poisoned Shortsword)	1/1 (unarmored)	1	1	Combat Mobility, Weakening
6	Skaven Rat Rider	10	2/4 (Sword)	1/1 (Unarmored)	1	1	Poison, Trample, Separate: Clanrat and Giant Rat (see Level 2).
7	Rat Ogre	6	6/3 (Giant Club)	4/1 (Unarmored)	2	1	Pinning
8	Skaven Skeleton	6	2/3 (Sword)	1/1 (Unarmored)	2	0	Combat Mobility, Poison, Undead. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Large Rat Pack	10	1/1 (Unarmed)	1/1 (Unarmored)	7	1	Combat Mobility, Tiny Mob, Poison, Fleeing
2	Gutter Runner	10	2/3 (Poisoned Shortsword)	1/1 (Unarmored)	1	1	Combat Mobility, Poison, Ambush, Backstab
3	Skaven Archer	10	2/3 (Poisoned Shortbow)	1/1 (Unarmored)	1	1	Combat Mobility, Rearguard, Ranged Attack, Poison
4	Plague Censer-Bearer	8	1/3 (Cane)	1/1 (unarmored)	1	1	Combat Mobility, Mass Weakening
5	Ogre	4	6/3 (Giant Battle Axe)	4/1 (Unarmored)	4	2	Pinning. The mundane monster of the core game
6	Skaven Zombie	5	2/3 (Sword)	2/1 (Unarmored)	3	0	Combat Mobility, Poison, Undead, Zombie Rot. Resurrection after 3 Rounds if its skull is not completely destroyed by holy magic or elemental energy.

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Vermينlord	8	3/3 (Poisoned Mace)	2/2 (Bronze Tower)	1	2	Combat Mobility, Poison, Anti-Projectile
2	Stormvermin	10	4/3 (Poisoned War Axe)	2/1 (unarmored)	2	1	Combat Mobility, Poison, Berserk
3	Grey Seer	8	2/3 (Warstaff)	2/1 (unarmored)	2	3	Combat Mobility, Rearguard, Leadership, Plague
4	Troll	4	6/3 (Giant Club)	4/1 (Unarmored)	5	2	Pinning, Regeneration

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Skaven Chieftain	10	2/3 (Poisoned Shortsword)	1/1 (Unarmored)	6	3	Combat Mobility, Poison, Rearguard, Leadership
3-4	Horned Rat Avatar	8	2/3 (Warstaff)	3/1 (unarmored)	3	4	Rearguard, Leadership, Mass Plague
5-6	Hell-Pit Abomination	4	3/2 (Unarmed)	3/1 (Unarmored)	6	1	Pinning, Regeneration, Toss

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Skaven Warlord	10	4/3 (Poisoned War Axe)	2/1 (unarmored)	7	3	Combat Mobility, Poison, Rearguard, Leadership

Wood Elf Matrix

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Woodland Critter	10	1/1 (Fangs)	1/1 (Unarmored)	1	1	Combat Mobility, Fleeing
3-4	Eternal Guard	8	1/3 (Dagger)	1/1 (Unarmored)	1	1	Scouting
5-6	Glade Guard	8	2/3 (Shortbow)	1/1 (Unarmored)	1	1	Rearguard, Ranged Attack, Carelessness

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Battle Stag	10	2/3 (Antlers)	1/1 (Unarmored)	1	1	Ramming, Fleeing
3-4	Wardancer	8	2/3 (Rapier)	2/1 (Unarmored)	1	2	Scouting
5-6	Waystalker	8	1/3 (Dagger)	2/1 (Unarmored)	1	2	Ambush

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Stag Knight	10	2/4 (Rapier)	2/1 (Unarmored)	1	2	Ramming, Trample, Separate: Wardancer and Battle Stag (see Level 2).
3-4	Bladesinger	8	2/3 (Rapier)	2/1 (Unarmored)	1	2	Ambush, Backstab
5-6	Spellsinger	8	1/3 (Dagger)	2/1 (Unarmored)	2	3	Rearguard, Knows 1 Spell

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Pegasus	10	2/4 (Hooves)	2/1 (Unarmored)	3	1	Flying, Fleeing
3-4	Glade Captain	8	4/3 (Greatsword)	3/1 (Unarmored)	3	3	Rearguard, Leadership. The mundane monster of the core game
5-6	Waywatcher	8	4/3 (Longbow)	2/1 (Unarmored)	3	2	Rearguard, Ranged Attack. The mundane monster of the core game

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Pegasus Knight	10	2/4 (Rapier)	2/1 (Unarmored)	3	2	Flying, Separate: Bladesinger (see Level 3) and Pegasus (see Level 4).
3-4	Dryad	8	2/3 (Branches)	3/1 (Unarmored)	5	2	Barkskin
5-6	Spellweaver	8	1/3 (Dagger)	2/1 (Unarmored)	6	4	Rearguard, Knows 3 Spells

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Great Eagle	12	3/4 (Talons)	3/1 (Unarmored)	6	1	Flying, Fleeing
3-4	Branchwraith	8	2/3 (Branches)	3/1 (Unarmored)	7	3	Barkskin, Rearguard, Knows 1 Spell
5-6	Treeman	6	3/3 (Branches)	4/1 (Unarmored)	8	2	Barkskin

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Eagle Knight	12	3/4 (Longsword)	3/1 (Unarmored)	5	3	Flying, Leadership, Separate: Glade Captain (see Level 5) and Great Eagle (see Level 6)
3-4	Glade Lord	10	3/3 (Longsword)	4/1 (Unarmored)	8	4	Rearguard, Leadership, Knows 1 Spell
5-6	Ancient Treeman	6	4/3 (Branches)	5/1 (Unarmored)	10	3	Barkskin, Rearguard, Knows 3 Spells

Dark Elf Matrix

Level 1 (roll 1d6)							
#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Poisonous Spider	8	1/1 (Bite)	1/1 (Unarmored)	1	1	Combat Mobility, Poison, Fleeing
3-4	Dark Servant	8	1/3 (Dagger)	1/1 (Unarmored)	1	1	Scouting
5-6	Paralyzer	8	1/3 (Blowgun)	1/1 (Unarmored)	1	1	Rearguard, Ranged Attack, Paralysis

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Small Spider Swarm	8	1/1 (Bite)	1/1 (Unarmored)	3	1	Combat Mobility, Tiny Mob, Poison, Fleeing
3-4	Dark Guard	8	2/3 (Rapier)	2/1 (Unarmored)	1	2	Scouting
5-6	Dark Ambusher	8	1/3 (Blowgun)	1/1 (Unarmored)	1	1	Rearguard, Ranged Attack, Ambush, Paralysis

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Large Spider Swarm	8	1/1 (Bite)	1/1 (Unarmored)	5	1	Combat Mobility, Tiny Mob, Poison, Fleeing
3-4	Dark Enforcer	8	2/3 (Rapier)	2/1 (Unarmored)	1	2	Ambush, Backstab
5-6	Dark Assassin	8	2/3 (Shortbow)	1/1 (Unarmored)	1	1	Rearguard, Ranged Attack, Ambush, Backstab, Paralysis

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Giant Spider	8	2/3 (Bite)	2/1 (Unarmored)	2	1	Blood Suck, Poison, Fleeing
3-4	Dark Executioner	8	2/3 (Rapier)	2/1 (Unarmored)	2	2	Ambush, Backstab, Paralysis
5-6	Death Hag	8	1/3 (Dagger)	2/1 (Unarmored)	1	3	Rearguard, Paralysis, Knows 1 Spell

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Spitter Spider	8	2/3 (Spit)	2/1 (Unarmored)	2	1	Rearguard, Ranged Attack, Blood Suck, Poison, Fleeing
3-4	Webber Spider	8	2/3 (Spit)	2/1 (Unarmored)	2	1	Rearguard, Ranged Attack, Blood Suck, Webbing, Fleeing
5-6	Spider Rider	8	2/4 (Rapier)	2/1 (Unarmored)	4	2	Trample, Separate: Dark Executioner and Giant Spider (see Level 4).

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-3	Drider	8	3/3 (Broadsword)	3/1 (Unarmored)	4	2	Ambush, Backstab, Blood Suck, Paralysis
4-6	Sorceress	8	2/3 (Warstaff)	2/1 (Unarmored)	6	4	Rearguard, Paralysis, Knows 3 Spells

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-3	Spider Queen	8	3/3 (Spit)	3/1 (Unarmored)	3	2	Rearguard, Leadership, Ranged Attack, Blood Suck, Poison, Webbing, Paralysis
4-6	Matron	8	2/3 (Warstaff)	3/1 (Unarmored)	6	6	Rearguard, Leadership, Paralysis, Knows 1 Category of Spells

Construct Matrix

Constructs are essentially animated objects. There aren't any Constructs in the core game, unless you want to perceive the Gargoyle as one (it's actually a Demon). The variants I propose are mostly based on the Animate trap and spell.

Level 1

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Flying Cup or Teapot	12	1/2 (Bash)	1/1 (Unarmored)	1	1	Flying, Fleeing

Level 2 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-3	Flying Candle	12	1/2 (Bash)	1/1 (Unarmored)	1	2	Flying, Knows 1 Spell
4-6	Wooden Chair	10	2/3 (Bash)	2/1 (Unarmored)	1	1	Barkskin

Level 3 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Flying Magic Potion	12	1/2 (Bash)	1/1 (Unarmored)	1	3	Flying, Knows 3 Spells
2	Flying Magic Scroll	12	1/2 (Bash)	1/1 (Unarmored)	1	2	Flying, Barkskin, Knows 1 Spell
3	Flying Sword	10	2/4 (Slash)	3/1 (Unarmored)	2	1	Flying
4	Stone Chair	10	3/3 (Bash)	3/1 (Unarmored)	2	1	Stoneskin
5	Wooden Table	8	3/3 (Bash)	3/1 (Unarmored)	2	1	Barkskin, Trample
6	Flying Stone Bust	12	2/4 (Bash)	2/1 (Unarmored)	1	1	Flying, Stoneskin

Level 4 (roll 2d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
2	Flying Painting	12	1/2 (Bash)	2/1 (Unarmored)	1	2	Flying, Barkskin, Knows 3 Spells
3	Flying Broomstick or Carpet	12	1/2 (Bash)	2/1 (Unarmored)	1	2	Flying, Barkskin. Can be used as a mount.
4	Flying Chains	12	2/4 (Bash)	3/1 (Unarmored)	2	1	Flying, Pining
5	Flying Magic Sword	10	2/4 (Slash)	3/1 (Unarmored)	2	1	Flying, Knows 1 Spell
6	Throne	10	3/3 (Bash)	3/1 (Unarmored)	2	2	Stoneskin, Leadership
7	Stone Table	8	4/3 (Bash)	4/1 (Unarmored)	3	1	Stoneskin, Trample
8	Wooden Cupboard	8	3/3 (Bash)	3/1 (Unarmored)	3	1	Barkskin, Trample. Separate: 4 Flying Cups or Teapots (see Level 1).
9	Wooden Bookcase	8	3/3 (Bash)	3/1 (Unarmored)	4	1	Barkskin, Trample
10	Wooden Mimic (Treasure Chest)	8	3/3 (Bite)	3/1 (Unarmored)	2	1	Barkskin, Pining
11	Stone Statue	6	3/3 (Punch)	3/1 (Unarmored)	2	1	Stoneskin, Pinning, Throw
12	Iron Suit of Armor	6	2/3 (Punch)	2/1 (Unarmored)	4	1	Pining

Level 5 (roll 2d4)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
2	Flying Magic Book	12	1/2 (Bash)	2/1 (Unarmored)	1	3	Flying, Barkskin, Knows 1 Category of Magic
3	Wizard's Table	10	4/3 (Bash)	4/1 (Unarmored)	3	2	Stoneskin, Trample, Knows 1 Spell. Separate: 1 Flying Magic Book (see Level 5).
4	Stone Cupboard	8	4/3 (Bash)	4/1 (Unarmored)	4	1	Stoneskin, Trample. Separate: 4 Flying Cups or Teapots (see Level 1).
5	Stone Bookcase	8	4/3 (Bash)	4/1 (Unarmored)	4	1	Stoneskin, Trample. Separate: 1 Flying Magic Book (see Level 5).
6	Stone Mimic (Treasure Chest)	8	4/3 (Bite)	4/1 (Unarmored)	3	1	Stoneskin, Pining
7	Large Stone Statue	5	4/3 (Punch)	4/1 (Unarmored)	3	1	Stoneskin, Pinning, Throw
8	Bronze Suit of Armor	6	2/3 (Punch)	3/1 (Unarmored)	6	1	Pining

Level 6

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Steel Suit of Armor	6	2/3 (Punch)	4/1 (Unarmored)	8	1	Pining

Level 7

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Mithril Suit of Armor	6	2/3 (Punch)	5/1 (Unarmored)	10	1	Pining, Leadership

Elemental Matrix

There aren't any Elemental units in the core game, although you sort of see them on the back of spell cards. In this variant they come in only 3 types:

- Lesser. They can be summoned with basic spells as well. They are all of Level 3 Difficulty.
- Greater. They can be summoned with advanced spells as well. They are all of Level 5 Difficulty.
- Prime. They are all of Level 7 Difficulty.

Level 3 (Lesser Elementals)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Air Elemental	10	1/1 (Gust)	1/1 (Unarmored)	1	1	Thin Mass, Combat Movement, Drag
3-4	Earth Elemental	8	4/3 (Gravel)	4/1 (Unarmored)	2	1	Pinning
5-6	Fire Elemental	10	1/1 (Flame)	1/1 (Unarmored)	1	1	Thin Mass, Combat Movement, Ignite
7-8	Ice Elemental	8	1/1 (Hail)	1/1 (Unarmored)	1	1	Thin Mass, Combat Movement, Frost

Level 5 (Greater Elementals)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Air Elemental	12	2/1 (Gust)	2/1 (Unarmored)	4	1	Thin Mass, Combat Movement, Drag
3-4	Earth Elemental	10	5/3 (Gravel)	5/1 (Unarmored)	7	1	Pinning
5-6	Fire Elemental	12	2/1 (Flame)	2/1 (Unarmored)	4	1	Thin Mass, Combat Movement, Ignite
7-8	Ice Elemental	10	2/1 (Hail)	2/1 (Unarmored)	4	1	Thin Mass, Combat Movement, Frost

Level 7 (Prime Elementals)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Air Elemental	14	3/1 (Gust)	3/1 (Unarmored)	8	1	Thin Mass, Combat Movement, Drag
3-4	Earth Elemental	12	6/3 (Gravel)	6/1 (Unarmored)	10	1	Pinning
5-6	Fire Elemental	14	3/1 (Flame)	3/1 (Unarmored)	8	1	Thin Mass, Combat Movement, Ignite
7-8	Ice Elemental	12	3/1 (Hail)	3/1 (Unarmored)	8	1	Thin Mass, Combat Movement, Frost

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Ooze Matrix

In the core game, there are no Oozes. They are large amoebas that lurk in dungeons and eat organic matter. Their main method of starting a fight is through ambush by blending in with the colors of the surroundings.

- Black Puddings are the least stealthy, since they are plain black that is easy to see unless the area is enveloped in darkness (it's where they prefer to lurk).
- Gelatinous Cubes are colorless so they are often invisible to the naked eye until the victim bumps on them.
- Ochre Jellies lurk on sandy floors and sprout out of them when their victim steps on them.
- Green Moulds lurk on moldy ceilings and drop from above when their victim is right under them.
- Grey Oozes lurk on rocky walls and sprout out of them when their victim passes by them.

An Ooze's main method of attack is pinning their victim and then choking it to death through constriction.

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Black Slime (Black Pudding)	6	1/3 (Sticky Body)	1/1 (Sticky Body)	1	1	Blob, Pinning, Constriction
2	Colorless Slime (Gelatinous Cube)	7	2/3 (Sticky Body)	2/1 (Sticky Body)	1	1	Blob, Ambush, Pinning, Constriction
3	Ochre Slime (Ochre Jelly)	8	3/3 (Sticky Body)	3/1 (Sticky Body)	1	1	Blob, Sprout, Pinning, Constriction, Thrust Attacks
4	Green Slime (Green Mould)	9	4/3 (Sticky Body)	4/1 (Sticky Body)	2	1	Blob, Sprout, Pinning, Constriction, Split, Wood Eater
5	Grey Slime (Grey Ooze)	10	5/3 (Sticky Body)	5/1 (Sticky Body)	2	1	Blob, Sprout, Pinning, Constriction, Split, Metal Eater
6	Silver Slime (Quicksilver Goo)	11	6/3 (Sticky Body)	6/1 (Sticky Body)	4	2	Blob, Mimic, Pinning, Constriction, Split
7	Red Slime (Oblex)	12	6/3 (Sticky Body)	6/1 (Sticky Body)	4	3	Blob, Mimic, Mind Drain, Cloning, Pinning, Constriction, Split

Insect Matrix

In the core game, there are no Insect enemies. They attack either in swarms of tiny insects or in small groups of giant insects.

Level 1

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Red Ant Carpet	6	1/1	2/1	1	1	Thin Mass

Level 2 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-3	Centipede Carpet	6	2/1	3/1	2	1	Thin Mass, Poison
4-6	Giant Ant	8	2/3	2/1	1	1	Pining

Level 3 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Leech Mudpool	6	3/1	3/1	3	1	Thin Mass, Poison, Blood Suck
3-4	Bee Swarm	10	3/2	4/1	2	1	Thin Mass, Flying, Poison
5-6	Giant Beetle	8	3/3	5/1	2	1	Pinning, Constriction

Level 4 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Mosquito Swarm	10	4/2	4/1	3	1	Thin Mass, Flying, Poison, Blood Suck
3-4	Giant Worm	6	3/3	4/1	2	1	Sprout, Pinning, Blood Suck
5-6	Giant Crab	6	3/3	5/2	3	1	Stoneskin, Pinning, Constriction

Level 5 (roll 1d6)

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1-2	Giant Scorpion	6	3/3	5/2	3	1	Stoneskin, Poison, Pinning, Constriction
3-4	Giant Bee	10	3/4	4/1	2	1	Flying, Poison
5-6	Ant Queen	6	4/3	6/2	3	2	Stoneskin, Pinning, Constriction, Leadership

Level 6

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Bee Queen	8	4/4	5/1	3	2	Flying, Poison, Leadership

Level 7

#	Name	Speed	Attack	Defense	Body	Mind	Abilities
1	Giant Gold Scarab	6	5/4	6/2	3	3	Flying, Stoneskin, Pinning, Constriction, Leadership

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Hero Matrixes

Heroes can have levels, exactly like monsters. Using my method to calculate Prowess, each level of a hero can look as shown in the following tables. You will notice that not all starting heroes have the same level. It's because the game is not that balanced, or used a different metric than the one I use. You can adjust it accordingly or you can use a different method during the character creation method I use later on.

Barbarian Levels

Level	Speed	Attack	Defense	Body	Mind	Abilities
1	6	3/1 (Unarmed)	1/1 (Unarmored)	1	1	
2	8	1/4 (Dagger)	1/1 (Unarmored)	2	1	
3	8	2/3 (Shortsword)	2/1 (Unarmored)	4	2	
4	8	2/3 (Shortsword)	2/1 (Unarmored)	6	2	
5	8	3/3 (Broadsword)	2/2	7	2	
6	8	3/3 (Broadsword)	2/2	8	2	The mundane version in the core game
7	10	3/3 (Longsword)	3/2	10	3	Diagonal Attacks

Dwarf Levels

Level	Speed	Attack	Defense	Body	Mind	Abilities
1	6	2/1 (Unarmed)	1/1 (Unarmored)	1	2	
2	8	1/4 (Dagger)	1/1 (Unarmored)	2	2	Improved Trap Disarming
3	8	1/4 (Dagger)	2/1 (Unarmored)	4	2	Improved Trap Disarming
4	8	1/4 (Dagger)	2/1 (Unarmored)	6	3	Improved Trap Disarming
5	8	2/3 (Hand Axe)	2/2	6	3	Improved Trap Disarming
6	8	2/3 (Hand Axe)	2/2	7	3	Improved Trap Disarming The mundane version in the core game
7	10	3/3 (Warhammer)	3/2	9	4	Improved Trap Disarming

Elf Levels

Level	Speed	Attack	Defense	Body	Mind	Abilities
1	6	2/1 (Unarmed)	1/1 (Unarmored)	1	2	
2	8	1/4 (Dagger)	1/1 (Unarmored)	2	3	1 Spell
3	8	2/3 (Shortsword)	2/1 (Unarmored)	3	3	2 Spells
4	8	2/3 (Shortsword)	2/1 (Unarmored)	4	3	2 Spells
5	8	2/3 (Shortsword)	2/2	6	4	3 Spells The mundane version in the core game
6	8	2/3 (Rapier)	2/2	8	5	3 Spells, Diagonal Attacks
7	10	2/3 (Rapier)	3/2	9	5	4 Spells, Diagonal Attacks

Wizard Levels

Level	Speed	Attack	Defense	Body	Mind	Abilities
1	6	1/1 (Unarmed)	1/1 (Unarmored)	1	2	1 Spell
2	8	1/3 (Dagger)	1/1 (Unarmored)	2	3	3 Spells
3	8	1/3 (Dagger)	2/1 (Unarmored)	3	4	5 Spells
4	8	1/3 (Dagger)	2/1 (Unarmored)	4	5	7 Spells
5	8	1/3 (Dagger)	2/2	4	6	9 Spells The mundane version in the core game
6	8	2/3 (Warstaff)	2/2	5	7	11 Spells, Diagonal Attacks
7	10	2/3 (Warstaff)	3/2	6	8	13 Spells, Diagonal Attacks

Knight Levels

Level	Speed	Attack	Defense	Body	Mind	Abilities
1	6	1/3 (Dagger)	1/2 (Buckler)	1	2	
2	8	1/3 (Dagger)	1/2 (Buckler)	2	2	Shield Block
3	8	2/3 (Shortsword)	2/2 (Small Shield)	3	2	Shield Block
4	8	2/3 (Shortsword)	2/2 (Small Shield)	5	2	Shield Block
5	8	2/3 (Shortsword)	3/2 (Shield)	6	2	Knight's Challenge, Shield Block
6	8	2/3 (Shortsword)	3/2 (Shield)	7	2	Stalwart, Knight's Challenge, Shield Block The mundane version in the core game
7	10	3/3 (Broadsword)	4/2 (Tower Shield)	7	3	Stalwart, Knight's Challenge, Shield Block

Rogue Levels

Level	Speed	Attack	Defense	Body	Mind	Abilities
1	6	1/3 (Dagger)	1/2	1	2	
2	8	1/3 (Dagger)	1/2	2	2	Trap Disarming
3	8	1/3 (Dagger)	1/2	3	3	Trap Disarming, Ambidextrous
4	8	1/3 (Dagger)	2/2	4	3	Trap Disarming, Ambidextrous, Combat Mobility
5	8	1/3 (Dagger)	2/2	5	4	Trap Disarming, Ambidextrous, Combat Mobility, Opportunistic Striker The mundane version in the core game
6	8	2/3 (Shortsword)	2/2	6	4	Trap Disarming, Ambidextrous, Combat Mobility, Opportunistic Striker
7	10	2/3 (Shortsword)	3/2	7	5	Trap Disarming, Ambidextrous, Combat Mobility, Opportunistic Striker

Bard Levels

Level	Speed	Attack	Defense	Body	Mind	Abilities
1	6	1/3 (Dagger)	1/2	1	2	
2	8	1/3 (Dagger)	1/2	2	2	Inspiring Tale
3	8	2/3 (Shortsword)	1/2	3	3	Inspiring Tale, Lullaby
4	8	2/3 (Rapier)	2/2	4	3	Inspiring Tale, Lullaby, Diagonal Attacks
5	8	2/3 (Rapier)	2/2	5	4	Inspiring Tale, Healing Song, Lullaby, Diagonal Attacks The mundane version in the core game
6	8	3/3 (Longsword)	2/2	6	4	Inspiring Tale, Healing Song, Lullaby, Diagonal Attacks
7	10	3/3 (Longsword)	3/2	7	5	Inspiring Tale, Healing Song, Lullaby, Diagonal Attacks

Druid Levels

Level	Speed	Attack	Defense	Body	Mind	Abilities
1	6	1/3 (Dagger)	1/2	1	2	
2	8	1/3 (Dagger)	1/2	2	2	Shapeshift
3	8	1/3 (Dagger)	1/2	4	3	Shapeshift
4	8	1/3 (Dagger)	2/2	5	3	Pixie, Shapeshift
5	8	1/3 (Dagger)	2/2	6	4	Lifeforce, Pixie, Shapeshift The mundane version in the core game
6	8	2/3 (Shortsword)	2/2	7	4	Lifeforce, Pixie, Shapeshift
7	10	2/3 (Shortsword)	3/2	8	5	Lifeforce, Pixie, Shapeshift

Warlock Levels

Level	Speed	Attack	Defense	Body	Mind	Abilities
1	6	1/3 (Rod)	1/2	1	2	
2	8	1/3 (Rod)	1/2	2	3	Fear
3	8	2/3 (Wand)	1/2	3	4	Fear
4	8	2/3 (Wand)	2/2	4	4	Dark Wings, Fear
5	8	2/3 (Wand)	2/2	4	5	Dark Wings, Demonform, Fear The mundane version in the core game
6	8	3/3 (Magic Staff)	2/2	6	7	Dark Wings, Demonform, Fear
7	10	3/3 (Magic Staff)	3/2	8	9	Dark Wings, Demonform, Fear

VARIANT NO.9) MONSTER BEHAVIOR

Although the core rules don't have official rules on how monsters behave and it's up to Zargon / dungeon master to use them as he likes, a nice touch would be to make them behave based on 5 factors: Size, Intelligence, Injuries, predisposition, and class.

Size behavior

- 1) Small monsters (as in, smaller than Humans or Elves) rely on numbers. They would rather attack the same hero than different ones, and if they are ever decimated the rest will flee from the battle.
- 2) Large monsters (as in, bigger than Humans or Elves) rely on strength. They would prioritize an attack on the strongest hero they can see, or the one who inflicted the most damage to their party.

Intelligence behavior

This is analyzed in the Mind Point variants.

Injury behavior

This is analyzed in the Body Point variants.

Predisposition behavior

The general mindset each monster has. This is used only as flavor for differentiating the different monster types in case a quest has several types. You could for example be playing Goblins as if they were spoiled children, Orcs as rednecks, Abominations as frenzied beasts, Dread Warriors as angry and arrogant nobles, and evil mages as megalomaniac snobs.

Class Behavior

Just like intelligence, class give a specific mindset to a monster, along with an appropriate weapon. Several typical classes include the following:

- Warrior: The most typical class and what the core game expects you to use for all the monsters. They are the ones attacking what is in front of them and nothing else.
- Berserker: An advanced version of the Warrior, these monsters with more than 1 Body Point gain 1 extra attack die for every hit they receive.
- Ambusher: Monsters that are alerted about the coming of the heroes and always attack first during the beginning of the battle, preferably by flanking them.
- Assassin: An advanced version of the Ambusher, these monsters remain hidden and attack only after the heroes pass by them. They attack from behind at the weakest member. The heroes are allowed a search roll before that with a difficulty of 10.
- Stabber: Monsters with weak off-hand weapons such as knives or knuckles. They will be attempting to attack from the side or the back of a hero who is already under attack by another monster, so they can maximize the injuries they can inflict. This is usually paired with the ability to sneak through hero-occupied squares.
- Pinner: An advanced version of the Stabber, these monsters flank or backstab so they can pin a hero for their allies to hit him easier.
- Supporter: Monsters with Thrust weapons (such as spears and halberds) or Diagonal Attack weapons (such as flails and longswords). They will always attack heroes that are being attacked by a melee-only ally.
- Counterattacker: An advanced version of the Supporter, these monsters gain an automatic extra attack against the hero who attacked the one they support. They can do that only once per round.
- Archer: Monsters with long-range weapons such as slings and bows. They will always stay as far away as they can and shoot at any hero within range.
- Trapper: An advanced version of the Archer, these monsters stand in front of traps and lure the heroes with ranged weapons into triggering them.
- Spellcaster: Monsters that can use magic. They will always stay as far away as they can and while the heroes are preoccupied by other monsters they will be using debuffs on them or buffs on their allies. They will switch to damaging spells only when the heroes are about to attack them.
- Commander: An advanced version of the Spellcaster, these monsters have buffed statistics and a buff ability on the allies around them. Like the Spellcaster they will always stay as far away as they can, buffing their allies. They will attack only when the heroes are about to attack them.

- Guard: Monsters with extra armor (shields or plates). They will be staying between the heroes and their allies for shielding the latter.
- Shielder: An advanced version of the Guard, these monsters switch places with the one they guard so they will receive the attack. They can do that only once per round.
- Scout: Monsters that yell, or don't fight and run away to alert other monsters. They exist to bring in reinforcements.
- Thief: An advanced version of the Scout, these monsters pick-pocket the heroes and take the most valuable small item they have in their backpacks (including quest items), before running away to alert other monsters.
- Rider: Monsters that are riding a mount, such as wolf-rider Orcs or Stallion-rider Dread Warriors. They usually appear in long corridors where they can charge and trample the heroes. They attack easier by having the higher ground, and get a second attack by their mounts (wolves can bite, stallions can kick, wyverns can tail sweep, small dragons can fire-breathe).
- Flyer: Monsters that can fly. They are not affected by ground objects and usually can't be attacked with close-combat weapons (they require ranged attacks or magic).
- Kamikaze: Monsters willing to die for taking out a hero. They will either attack with explosions that will kill them but will also hurt the heroes, or they will push a hero (an attack that doesn't cause damage and gets 2 extra dice) so they both will fall into a trap behind him (the effects of the trap trigger immediately).
- Unarmed: Monsters with no weapons or armor. They could be unprepared warriors, servants, slaves, civilians, or captives. Such monsters will beg for mercy in exchange for tips, or will run away to alert others.

VARIANT NO.10)

REPLACING WANDERING MONSTERS WITH PATROLLING MONSTERS

I've seen players who find it weird to have a game mechanism where the hero gets attacked out of nowhere by a monster while searching for treasure. It feels like artificial difficulty since after it happens a few times a hero would be better prepared for it or something. For those players I propose a simple variant. Treat wandering monsters as patrolling monsters. Have the monster appearing at the entrance of the room, not attacking but yelling at its allies. The nearest door that is still closed (regardless of whether it has been discovered by the heroes or not) will open automatically and the contents of the room are revealed. If there are no monsters inside that room, then it's the next one with monsters in it that gets revealed prematurely. Then the heroes act first as normal, as if it's the beginning of a new battle.

This variant offers the following benefits to the gameplay:

- It creates a more organic experience since it allows the heroes to be alert (as they would be after the 3rd time it happens) when they search
- It allows the dungeon to react to the heroes' presence when they get greedy and search for treasure instead of pressing on with their adventure
- It makes the danger of a wandering monster more exciting than just a random monster attacking and then getting killed
- Solo wandering enemies would surely call for help than mindlessly attacking the heroes
- It speeds up the game by revealing rooms faster
- It creates interesting situations where major monsters or even bosses chase the heroes through corridors (Zargon may choose to not do that if the boss room is supposed to be trapped or has special effects that are ruined if the heroes never go in it).

VARIANT NO.11)

SPAWN POINT AND DOUBLE TREASURE CARD FOR FIXING THE ABUSE OF TREASURE SEARCHES

Some players 'game' the treasure search rule by searching for treasure only after the mission is over and all the rooms have been opened. They will not have something to fear if the objective has been completed and they still have plenty of Body Points to spare on hits by Wandering monster or trap treasure cards.

A way to fix this is a Spawn Point. An extra door appears at the edges of the board, not far from the heroes, after the objective is met and there are no other monsters left on the board. Wandering monsters will come in from there every 3 rounds, regardless of the heroes drawing Wandering monster cards. They will be elite reinforcements, triple in number and far stronger than their mundane counterparts (let's say with 2 extra dice in attack and defense, plus an extra Body Point). The heroes will be pressed to leave the dungeon without searching all the rooms if they are up against far more powerful opponents, thus they won't 'game' the treasure search mechanic.

A similar thing can be done with traps. When the heroes search for treasure after the objective is met, they will be drawing 2 treasure cards instead of 1. They will be keeping the treasure with the least value, prioritizing gold over potions, and discarding the second card. If one of the two cards is a trap, then they get hit by the trap and discard the treasure card.

ADDED FEATURE NO.10) MONSTER ALERTNESS

In the core game, all monsters are equally alert against the heroes. There is no differentiation among them depending on how prepared they are for the coming of enemies, or what is happening in neighboring areas. It's as if they are frozen in time until the heroes come close to them. The following modes of alertness can fix that by making the monsters reacting to their surroundings.

1) SLACK: Use this mode for giving the heroes an easier time at the beginning of certain quests.

- When the monsters do not expect the coming of the heroes or are at an area where they do not expect to see any action (basically, any area that is not a military facility or a prison) then they all start off in Slack mode.
- Monsters in Slack mode will be loafing around so the heroes will be able to attack them easier. They will have halved Defense Dice (rounded down) during the first round of combat. If you use the Counterattack variant, the monsters will also not be able to counterattack during the first round of combat.
- Slacking monsters that survive the first round of combat become Alert.
- Slacking monsters in neighboring rooms or corridors that the heroes haven't gone to yet automatically become alert if a Patrolling monster or a Guarding monster sounds the alarm, or an alarm goes off in general.

2) ALERT: This is the default mode of almost all monsters in the core game. They have no special features while in this mode, but aesthetically you could also see it as a transitional mode following these simple rules.

- Monsters that are not stationed in a military facility or a prison are usually loafing around and are at Slack mode. Monsters that ARE stationed in a military facility or a prison are always at Alert mode when they are inside rooms.
- Alert monsters that get attacked and survive the first round of combat become Patrolling (they are allowed to leave their starting area).
- Alert monsters in neighboring rooms or corridors that the heroes haven't gone to yet automatically become Patrolling monsters if a Patrolling monster or a Guarding monster sounds the alarm, or an alarm goes off in general (they are allowed to leave their starting area and walk towards the heroes).

3) PATROL: Monsters that roam in corridors or are not stationary inside rooms count as being in Patrol mode.

- Patrolling monsters that get attacked and survive the first round of combat sound the alarm. All Slacking monsters in neighboring areas become Alert. All Alert monsters in neighboring areas become Patrolling (they are allowed to open doors and come towards the heroes).
- Not all monsters in corridors have to always be in Patrol mode. Monsters that are not stationed in a military facility or a prison are usually loafing around and are in Slack mode even in corridors. Monsters that ARE stationed in a military facility or a prison are always in Patrol mode when they are in corridors.

(notice: The monsters from the second quest that rush towards the heroes when the alarm goes off is an official example of monsters in Patrol mode)

4) GUARD: Monsters stationed in front of doors leading to important rooms count as being in Guard mode. Also, monsters inside rooms with important content (a prisoner or a leader or a treasure) also count as being in Guard mode.

- Compared to other monsters, Guarding monsters:

- are never in Slack mode
- they have more defense dice than their counterparts
- they never leave the corridor with a door they protect (they can still move up to its edges)
- they always shield the important creature or the treasure inside the room they are in
- after 1 round they sound the alarm and warn neighboring monsters

- If the heroes manage to open the door, take the prisoner, kill the leader, or steal the treasure, Guarding monsters enter Vengeance mode.

(notice: The Mummy Guardian of Fellmarg's tomb from the first quest is an official example of a monster in Guard mode)

5) AMBUSH: Monsters that are activated by traps (the Wandering monster treasure cards, the Wandering monster trap icon, and traps that automatically open neighboring doors) or are stationed at dead end corridors, count as being in Ambush mode.

- Heroes will have halved Defense Dice (rounded down) during the first round of combat. If you use the Counterattack variant, the heroes will also not be able to counterattack during the first round of combat.
- After the first round of combat, Ambushing monsters revert to Alert mode because the element of surprise is gone. They still switch to Patrol mode after another round.
- Not all monsters in dead end corridors have to always be in Ambush mode. Monsters that are not stationed in a military facility or a prison are usually loafing around and are in Slack mode even in dead end corridors. Monsters that ARE stationed in a military facility or a prison are always in Ambush mode when they are in dead end corridors.

6) FEAR: Monsters that are aware their leader is dead (the boss of the dungeon) enter Fear mode and have halved attack dice (rounded up).

7) VENGEANCE: Monsters that are in Guard mode, enter Vengeance mode if the heroes manage to open the door, take the prisoner, kill the leader, or steal the treasure. Their attack dice increase by half (rounded up). They never enter Fear mode.

VARIANT NO.12)

SEARCHING FOR TREASURES, SECRET PASSAGES, OR TRAPS

The official rules state that you have to search separately for treasures, secret passages, or traps. That means, on paper a room or corridor can have all 3 of that at the same time. What is important is to define the likelihood of each in the quest you are playing. Meaning, the more you want of each, the more Fate cards you will add that have treasures, secret passages, or traps.

Drawing such a Fate card only means the area will have treasures, secret passages, or traps. Finding them takes a separate roll for each (you only roll the dice for something that is hidden and not for something that doesn't exist there). Depending on how well it is hidden (based on the terrain or the room) use a 10-sided die and have these odds in mind.

- There is no way you can find something hidden (not being found is part of the quest): No need to roll the dice.
- Low chances of finding something hidden: Found on a result of 10.
- Medium chances of finding something hidden: Found on a result of 9 to 10.
- High chances of finding something hidden: Found on a result of 7 to 10.
- Very high chances of finding something hidden: Found on a result of 5 to 10.
- It's right in your face! Found on a result of 2 to 10.

If you don't find something, it doesn't mean it stopped existing. It only means you didn't find it.

- Unfound treasures are not taken.
- Found treasures are specified (takes a separate roll) and are shared among the heroes.
- Unfound secret passages are not revealed.
- Found secret passages are revealed. Add them using the rules for doors. Make sure they face a wall the heroes have not explored on the other side or were cut off from it.
- Unfound traps trigger depending on their type.
 - a) Furniture traps trigger when the heroes search for treasure.
 - b) Door traps trigger when the heroes open the door.
 - c) Floor traps can trigger with a 50% chance for every round the heroes are in that area.
 - d) If the Fate card doesn't specify what type of trap it is, do it randomly from the trap list.
- Found traps have a chance to be deactivated. Roll a 10-sided die. If it's a mundane trap, someone with no knowledge or tools to deactivate traps will succeed only if he rolls a 10.
 - a) If it's a magical trap, the Wizard gets a +2 to his roll.
 - b) If a hero has the Tool Kit, he gets a +2 to his roll.
 - c) If a hero has the Improved Trap Disarming skill, he gets a +2 to his roll.
 - d) If a hero fails to deactivate the trap, there is a 50% for the trap to activate.

A nice variant you can use is to have each hero searching for something specific. Meaning each hero has a specialization when it comes to searching and does only one type of search. The barbarian can be looking only for treasure (yellow), the dwarf only for traps (red), the elf only for secret passages (blue), and the wizard only for magic (doors or traps or items) (purple). That means you roll up to 4 different-colored 10-sided dice (skipping the ones that won't find something in the room). This way each player has something different to do. If you use this variant then give abilities to each hero that give him a +2 to the roll when they search for something specific.

- The **Treasure Hunting** ability gives you a +2 to rolls when you search for treasure.
- The **Improved Trap Disarming** ability gives you a +2 to rolls when you search for traps.
- The **Magic Detection** ability gives you a +2 to rolls when you search for magic.
- The **Keen Eye** ability gives you a +2 to rolls when you search for secret passages.

When you search an area, it can be one of the following 3 things:

- uninhabitable (has no living creatures or was abandoned for centuries)
- habitable (has living creatures or is a lair)
- magical (supernatural things happen in it)

Generally speaking, treasures in habitable areas are not well-hidden (you find them in chests or drawers) and are not as big compared to uninhabitable areas (you find them in secret rooms or hidden compartments). Potions and magic scrolls are easier to find in habitable and magical areas since if they once existed in uninhabitable areas they will have wore off by now. Living monsters are easier to find in habitable areas, while uninhabitable areas are mostly crawling with undead or automatons and constructs (like gargoyles). Traps are few and weak in habitable areas, more common and deadlier in uninhabitable areas. As for magical areas, it's places where secret passages, potions, magic scrolls and traps are abundant and are always related to magic (making it easier for the wizard to find or deal with them).

VARIANT NO.13)

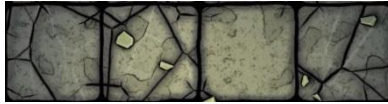
CALCULATING THE ODDS OF FINDING SOMETHING BASED ON THE TYPE OF AREA THE HEROES ARE IN

A) CORRIDORS

Treasure: Corridors are not places you can normally find treasure (in fact most versions of the game don't allow searches for treasure in corridors). Before the game starts, decide if they will be non-existent or if you will be allowed to find ornaments on the walls or dropped coins on the floor. If you allow it, they will be found very easily (2-10) and they will be ornaments worth 2 6-sided dice, times the difficulty level of the quest. *If you use the crafting variant of the shops, treat those ornaments as needed ingredients at the Guild.*

Secret passages and traps: Easily found (5-10).

Special rule: Some types of traps are made specifically for corridors. Some kinds of furniture can be found even in corridors.



B) FIREPLACES

Rooms with fireplaces are usually salons or private quarters. They can exist in any area, but they will not be lit or in usage in uninhabitable areas.

Treasure: Very easy to find (2-10) ornaments that can fetch something good if sold (2 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat those ornaments as needed ingredients at the Guild.*

Special rule: In habitable and magic areas you always find fire you can use to warm yourself in arctic areas, and lit logs that can be used as torches to light dark passages or to scare away certain monsters.

Secret passages:

- In habitable and uninhabitable areas: Easy to find (5-10) a passage behind the firebox that you can fit through if the fire is out.
- In magic areas: Medium chances to find (7-10) the flames being magical and teleporting you to a different room.

Traps: Why would anyone trap a fireplace, lol? Oh well, if you want to include one it should be:

- In habitable and uninhabitable areas: Easy to find (5-10), and it will be an explosion type.
- In magic areas: Medium chances to find (7-10), and it will be a fire elemental.



C) TABLES

Rooms with tables are usually dining rooms or waiting rooms. They don't exist in uninhabitable areas since there is nobody there who would use them and they would have rotten away with time even if they were once used there (don't include them in the Fate deck). That said, you can still add them if they are made of stone instead of wood.

Treasure:

In uninhabitable areas: Wooden tables will be nothing but rotten wood in such an area. However, if they are made of stone they can still exist. If they have treasure it will be found very easily (2-10) and it will be silverware worth 3 6-sided dice, times the difficulty level of the quest. *If you use the crafting variant of the shops, treat the silverware as needed ingredients at the Guild.*

In habitable and magic areas: Having large amounts of treasure is not expected in such areas, since the monsters wouldn't leave important belongings in such casual places.

- If it's a dining room (defined by the quest), the treasure is found very easily (2-10). Roll a 6-sided die:

- 1: There is edible food on the table. Take 1 ration that heals 1 Body Point.
- 2: There is edible food on the table. Take 2 rations that heal 1 Body Point each.
- 3: There is edible food on the table. Take 3 rations that heal 1 Body Point each.
- 4: There is edible food on the table. Take 4 rations that heal 1 Body Point each.
- 5-6: Someone left his money pouch on the table with a few coins in it (1 6-sided die, times the difficulty level of the quest.).

If you use the crafting variant of the shops, treat the rations as needed ingredients at the Tavern. Every ration is worth Feast Points equal to the Difficulty Level of the Quest.

Special rule: Since the rooms are very small to fit many tables, you can 'Tardis' each dining table and have all the fighting taking place on the tavern tile which was provided in the Crypt of Perpetual Darkness expansion. Once the fighting is over, the quest can continue on the normal board.

Special rule 2: Any Hero with the profession of Publican always finds a Brew in these types of rooms.



The tavern tile

- If it's a waiting room (defined by the quest), it will be easy to find (5-10) someone hiding something important in a drawer or a secret compartment of the table. Roll a 6-sided die:

- 1-4: A guard hid his life savings there (2 6-sided dice, times the difficulty level of the quest).
- 5-6: Someone left a potion on the table (its content is determined with a different roll).

Special rule: Waiting rooms are ideal places for guards to leave keys hanging on the wall, or for one of the monsters to have something on it that is quest-related. Such a treasure is found automatically if it's specified by the quest.

Secret passages and traps: These rooms are not special enough for the former and the denizens would trip on the latter (yes, I know monsters don't trigger traps, I am going about it more realistically). If they still exist they will be easy to find (5-10). As with treasure, if they are wooded the tables will be nothing but rotten wood in an uninhabitable area. They have to be stone to exist there.



D) CUPBOARDS

Rooms with cupboards are usually living rooms or kitchens.

Treasure:

- In uninhabitable areas: Wooden cupboards will be nothing but rotten wood in such an area. They have to be made of stone.
- In habitable areas (living rooms or kitchens): Having large amounts of treasure is not expected in such areas, since the monsters wouldn't leave important belongings in such casual places. It's very easy to find (2-10) someone leaving something minor on a shelf. Roll a 6-sided die:
 - 1: There is dry food on a shelf. Take 1 ration that heals 1 body point.
 - 2: There is dry food on a shelf. Take 2 rations that heal 1 body point each.
 - 3: There is dry food on a shelf. Take 3 rations that heal 1 body point each.
 - 4: There is dry food on a shelf. Take 4 rations that heal 1 body point each.
 - 5-6: Someone left a few coins in a teapot (1 6-sided die, times the difficulty level of the quest).

If you use the crafting variant of the shops, treat the rations as needed ingredients at the Tavern.

Special rule: Any Hero with the profession of Publican always finds a Brew in these types of rooms.

- In magic areas (alchemical lab): It's easy to find (5-10) someone leaving something important in a hole behind the plank of a shelf. Roll a 6-sided die.
 - 1: There are potions on the shelf. Roll a 4-sided die and take that many potions (their content is unknown).
 - 2: There is a magical piece of armor hidden behind a plank.
 - 3-5: There are rare ingredients used for alchemy which can fetch a lot in the market (2 6-sided dice, times the difficulty level of the quest).
 - 6: There are two types of the above treasure. Roll twice.

Special rule: Any Hero with the profession of Alchemist always identifies the content of the potions.

Secret passages:

- In uninhabitable areas: Wooden cupboards will be nothing but rotten wood in such an area. They have to be made of stone.
- In habitable areas: Easy to find (5-10) a door behind the cupboard if it's just a typical living room or kitchen.
- In magic areas: A bit hard to find (7-10) a magic portal that teleports you to a different location on the board if it's an alchemical lab.

Traps:

- In uninhabitable areas: Wooden cupboards will be nothing but rotten wood in such an area. They have to be made of stone.
- In habitable areas: Easy to find (5-10) a mundane trap.
- In magic areas: A bit hard to find (7-10) a magic trap.



E) BOOKCASES

Rooms with bookcases are usually libraries or studies. Hard but possible to be found in uninhabitable areas, barely holding.

Treasure: Limited to magic scrolls or books that contain vital information (as part of a quest). Very easy to find (2-10).

- In uninhabitable and habitable areas: You always find books with hidden knowledge that can fetch a lot in the market (2 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat those books as needed ingredients for a Scribe.*

- In magical areas: Roll a 6-sided die:

1-3: Books with hidden knowledge that can fetch a lot in the market (2 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat those books as needed ingredients for a Scribe.*

4: There are magic scrolls on a shelf. Roll a 4-sided die and take that many scrolls (their content is unknown).

5: There is a magical piece of armor.

6: There are two types of the above treasure. Roll twice.

Special rule: Bookcases are ideal rooms to include notes or tips that the heroes discover about the evil boss's plans. They can also reveal the locations of quest items the heroes failed to find.

Special rule 2: Any Hero with the profession of Scribe always identifies the content of the magic scrolls.

Secret passages:

- In uninhabitable and habitable areas: Easy to find (5-10) a book with a trigger that slides the bookcase to the side.

- In magical areas: Rather hard to find (7-10) a magic book that transports the whole team to a different part of the board.

Traps:

- In uninhabitable and habitable areas: Easy to find (5-10) a book with a trigger that activates a trap.

- In magical areas: Rather hard to find (7-10) a magic book that transports the whole team to a trap room.



F) FORGES (given as a tile in Kellar's Keep)

Rooms with forges are used for blacksmithing. They can exist in any area, but they will not be useful in uninhabitable areas.

Treasure: They are not places you can find much inside, unless someone left a very easy to find (2-10) weapon or armor he had completed. Roll a 6-sided die:

1-4: Forging tools and materials that can fetch a lot in the market (2 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat those forging tools and materials as needed ingredients at the Smithy.*

5: There is a random piece of armor.

6: There is a random weapon.

Special: If you use the variant for damaged weapons, a hero with the profession of Blacksmith can find here a whetstone for sharpening your weapons or an anvil for fixing your metallic pieces of armor so they won't be damaged anymore.

Secret passages and Traps: Easy to find (5-10).

Special rule 2: If you ever need a spacey room for a battle or a trap, Advanced HeroQuest has a Forge tile.



G) WEAPON RACKS

Rooms with weapon racks are armories or barracks.

Treasure: They are fine places to find usable weapons and armor.

- In uninhabitable areas: Very easy to find (2-10) a still usable, random piece of equipment gear.
- In habitable and magic areas: Very easy to find (2-10) still usable, random pieces of equipment gear. Roll a 4-sided die and take that many pieces of equipment gear (their characteristic is determined with a different roll).

Special: If you use the variant for captured heroes (see Variants on Death) then this room is ideal for placing the equipment of a captured hero.

Secret passages and Traps: Easy to find (5-10).



H) TORTURE RACKS

Rooms with torture racks are prisons or dungeons.

Treasure: There is no reason to put money in there, but they can contain prisoners who might or might not assist the heroes.

- In uninhabitable areas: Nothing or just corpses.
- In habitable and magic areas: Very easy to find (2-10) living prisoners. Roll a 6-sided die to determine their number. Then make a chart of what race (humans, elves, dwarves, monsters) each one of them can be, depending on the mission, and how likely it is they will help you if you free them (if they assist you in battle, give you important information about something you seek in the mission, run away, or even attack you). Proposed options:
 - a) Captured nobles, such as a maiden or a count who promise you a reward if you take them to the exit.
 - b) Captured mercenaries who promise to help you fight the monsters (you need to find their equipment).
 - c) Imprisoned monsters that didn't obey their superiors and seek revenge (they might lie and attack you).
 - d) Captured merchant who promises you free goodies in this shop if you free him (one minor piece of equipment per hero).
 - e) Captured priest or witch who will buff you with magic if you free them (they might lie and debuff you).

Special: If you use the variant for captured heroes (see Variants on Death) then this room is ideal for placing the captured hero.

Secret passages: Easy to find (5-10). They are one-sided and open only from the outside of the prison (it would be dumb if they open from the inside and allow the prisoners to escape).

Traps: Easy to find (5-10). They are often the kind that alerts other guards or puts the prisoners to sleep instead of killing them.



I) ALCHEMIST'S BENCHES

Rooms with alchemist's benches are magical in nature and contain a lot of potions and scrolls.

Treasure: Only in magic areas, easy to find (2-10). Roll a 6-sided die.

- 1: Magic scroll (its content is determined with a different roll).
- 2-4: 2 Potions (their content is determined with a different roll).
- 5: A magical piece of armor (its characteristic is determined with a different roll).
- 6: There is more than one treasure. Roll until you get two types of the above results (or three if you roll another 6).

Special rule: Alchemist benches are ideal rooms to include notes or tips that the heroes discover about the evil boss's plans. They can also reveal the locations of quest items the heroes failed to find.

Special rule 2: Any Hero with the profession of Alchemist always brews 1 random potion in these rooms.

Secret passages and Traps: Hard to find (9-10), magical in nature.

Special rule 3: If you ever need a spacey room for a battle or a trap, Advanced HeroQuest has a Laboratory tile.



J) SORCERER'S TABLES

Rooms with sorcerer's tables are exactly like alchemist's benches, they just have more magic scrolls than potions.

Treasure: Only in magic areas, easy to find (2-10). Roll a 6-sided die.

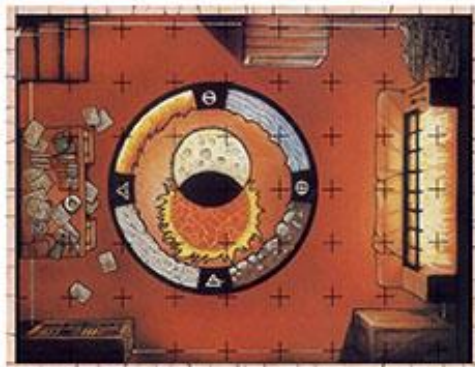
- 1-3: 2 Magic scrolls (their content is determined with a different roll).
- 4: A Potion (its content is determined with a different roll).
- 5: A magical piece of armor (its characteristic is determined with a different roll).
- 6: There is more than one treasure. Roll until you get two types of the above results (or three if you roll another 6).

Special rule: Sorcerer's Tables are ideal rooms to include notes or tips that the heroes discover about the evil boss's plans. They can also reveal the locations of quest items the heroes failed to find.

Special rule 2: Any hero with the profession of Scribe always scribes 1 random magic scroll in these rooms.

Secret passages and Traps: Hard to find (9-10), magical in nature.

Special rule 3: If you ever need a spacey room for a battle or a trap, Advanced HeroQuest has a Wizard's Study tile.



K) TOMBS

Rooms with tombs are crypts or mausoleums. Full to the brim with treasure, secret passages, traps, and undead, but only in uninhabitable areas. In habitable areas they are closer to museum displays and don't have much for a hero to loot.

Treasure: Only in uninhabitable areas, easy to find (5-10). Roll a 6-sided die.

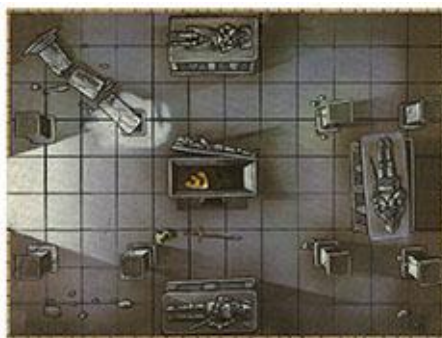
1-3: Burial treasure hoard (4 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat the burial treasure as needed ingredients at the Enchanter.*

4-5: Random piece of equipment gear (its characteristic is determined with a different roll).

6: There is more than one treasure. Roll until you get two types of the above results (or three if you roll another 6).

Secret passages and Traps: Well-hidden (9-10).

Special rule: If you ever need a spacey room for a battle or a trap, Advanced HeroQuest has a Mausoleum tile.



L) TOMBSTONES (given as tiles in Kellar's Keep)

Rooms with tombstones are lesser crypts or cemeteries. Often paired with Tombs, they serve as secondary features and have less treasure and easier traps.

Treasure: Only in uninhabitable areas, very easy to find (2-10). You always find burial treasure hoard (3 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat the burial treasure as needed ingredients at the Enchanter.*

Secret passages and Traps: Rather hard to find (7-10).



M) THRONES

Rooms with thrones are usually throne rooms or private quarters. They can exist in any area and are often filled with treasure, traps, and secret passages.

Treasure: All areas, very easy to find (2-10). You always find ornaments that can fetch a lot if sold (4 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat those ornaments as needed ingredients at the Guild.*

Secret passages and Traps: Usually placed behind the throne, hard to find (9-10).

Special rule: If you ever need a spacey room for a battle or a trap, you can use the Final Boss Room from the Return of the Witch Lord.



N) TREASURE CHESTS

Rooms with treasure chests are usually treasuries or money vaults. They can exist in any area and are often filled with treasure, traps, and secret passages. Lots of variants can be done with them, many of which are similar to door variants. The type of a Treasure Chest is defined by the Fate cards used in the quest and can be of this sort:

- Common (you can open it with no problems)
- Locked (requires key or Thieves' Tools, or you can attempt to break it) (define if it's wooden, metallic, or stone if you do) but it might alert monsters.
- Jammed (You have to break it open. Define if it's wooden, metallic, or stone. The noise might alert monsters.)
- Trapped (Roll for trap type)
- Both locked and trapped.

Chests can be carried like items, but halve movement.

Once you deal with traps, then you roll for Treasure.

Traps: You can't open the chests before you deal with any traps in the room or the chest. They are very hard to find (10) in all areas.

Treasure: They exist in all areas. Unlike other rooms, treasuries always have treasure, and don't require a search for treasure. Roll an 8-sided die.

1: The chest is empty.

2: Gold (6 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat the treasure as needed ingredients at the Enchanter.*

3: Small weapon

4: Small piece of armor

5: Potion

6: Spell scroll

Secret passages: Very hard to find (10), as nobody sane would want to sneak inside a treasury from any other entrance. If it exists, it is one-sided (opens only from inside the room).

Special: If you ever need a spacey room for a battle or a trap, you can use the Mosaic Room from Advanced HeroQuest.



Optional extra rooms you can use, assuming you can use a tile or a miniature from a different game

O) BEDS

Rooms with beds are usually bedrooms used for rest. They do not exist in Uninhabitable areas.

Treasure: Having treasure here makes little sense, unless it's specified by the quest (meaning it isn't done at random, but because it's a key event that takes place in a bedroom).

Traps: Traps also make no sense, since who would want a trap to mess the room he sleeps in?

Secret passages: Secret passages are possible (easy to find (5-10)) if the owner of the place wants an escape route at all times (or wants to sneak in a lover).

Special rule: Bedrooms have 2 special effects.

- Any monsters inside will be not alerted (because they are sleeping) allowing the heroes to act twice before they can counterattack. This does not apply if the monsters have become alerted by an alarm, a scout, or loud noises by someone trying to break a door.

- The heroes can spend some time here for rest, and regain 1 Body Point and 1 Mind Point (takes 3 rounds).



P) FOUNTAINS

Rooms with fountains are used for recreational purposes in civilized and habitable areas (they will be worthless rubble in uninhabitable).

Treasure: There might be some very easy to find (2-10) treasure in the form of ornaments (2 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat those ornaments as needed ingredients at the Guild.*

Secret passages and Traps: Hard to find (9-10) since that would make the fountain a front to something very important.

Special rule: Fountains have 2 special effects.

- If the area is magical, the waters could be magical as well. Any spellcaster who knows Metal spells during this quest (effectively being an Alchemist) can identify the type of magic the water has. Otherwise, anyone who drinks from the fountain does a random potion creation roll and gets those effects. The other heroes are allowed to drink as well, once in the quest. They are also allowed once in the quest to refill an emptied bottle of a potion they drank earlier.

- The heroes can spend some time here for rest, and regain 1 Body Point and 1 Mind Point (takes 3 rounds).



Q) CRATES OR BARRELS

Rooms with crates or barrels are cellars, storages or warehouses where wares are kept. They don't exist in uninhabitable areas (they would be nothing more than rotten wood).

Treasure: There might be some very easy to find (2-10) wares. Roll a 6-sided die.

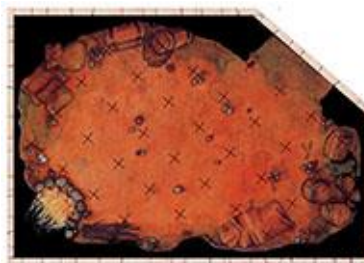
1-3: Ornaments that can fetch a lot if sold (2 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat those ornaments as needed ingredients at the Guild.*

4-6: 4 rations of dry food that heal 1 Body Point each. *If you use the crafting variant of the shops, treat the rations as needed ingredients at the Tavern.*

Secret passages: Only if someone wants to sneak in and eat in secrecy, or sell the contents to the black market. Hard to find (9-10).

Traps: Protection would normally come from guards, while traps must not damage the goods, so they will be alarm types. Hard to find (9-10).

Special rule: Alternatively this room can also be a shop where a friendly merchant monster is willing to trade with you. If you have it available you can use the Ice Gremlin storeroom tile from the Frozen Throne, or the Fire Cavern from Advanced HeroQuest. If you ever rob the shop instead of paying, you will be cursed during the next quest.



The Fire Cavern tile

R) CAULDRON

Rooms with cauldrons are kitchens where food is prepared or ateliers where witches brew potions. They don't exist in uninhabitable areas (they would be nothing more than rusty kitchenware).

Treasure:

- In habitable areas every hero heals 1 Body Point and gets a food ration that heals 1 Body Point.
- In magical areas the heroes always find 1 to 4 potions with unknown abilities.

Special rule: Any Hero with the profession of Alchemist always identifies the content of the potions.

Secret passages and Traps: Usually lead to a cellar. Hard to find (9-10).



S) STATUE

Rooms with statues are exhibition halls that depict important figures of the past. They can also be monuments of someone important who lives today.

Treasure: Easy to find (2-10). Roll a 6-sided die.

1-4: Gem decorations that can fetch a lot if sold (2 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat those ornaments as needed ingredients at the Guild.*

5-6: The statue is holding a usable weapon.

Secret passages and Traps: Hard to find (9-10).

Special rule: Statues can be placed even in corridors.



T) MIRRORS (Mage of the Mirror kinda gives you such a tile)

Rooms with mirrors are usually the private quarters of nobles and wizards. They combine the luxuries of a throne room with the magical properties of a wizard's study.

Treasure: Very easy to find (2-10).

- In uninhabitable and habitable areas: Ornaments that can fetch a lot if sold (3 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat those ornaments as needed ingredients at the Guild.*
- In magic areas: The mirror can spy on what is happening on other rooms of the quest. You can be shown the contents of a room you haven't explored yet, or be told where to find a quest item you need.

Secret passages: Very easy to find (2-10).

- In uninhabitable and habitable areas: The mirror is one-way. There is a door behind it. Any creatures inside will be alert of the heroes and will attack first.
- In magic areas: The mirror teleports the heroes to a different room on the board.

Traps: In magic areas only. Very hard to find (10). Roll a 6-sided die.

1-2: The mirror teleports the heroes to a different room on the board, full of monsters that are aware of them and which will attack first.

3-4: The heroes are trapped in the illusion of a mirror world. Each round they have to succeed at a Will Save (difficulty 10) or they lose a Mind Point. Every turn the difficulty drops by 1. Any hero who succeeds in escaping from the mirror world can assist the rest of the heroes with his voice, lowering the difficulty by 1 more.

5-6: Evil copies of the heroes jump out of the mirror. They have the exact same statistics and equipment. When they are defeated they shatter like glass and nothing useful of their gear remains.



U) CLOSETS

Often paired with Mirrors, closets are parts of the private quarters of nobles and wizards.

Treasure: Very easy to find (2-10).

- In uninhabitable areas: Nothing, the contents will have turned to ash a long time ago.
- In habitable areas: Furs and garments that can fetch a lot if sold (3 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat those furs and garments as needed ingredients at the Magical Clothing Shop.*
- In magic areas: A random piece of magical armor.

Secret passages and Traps: Easy to find (5-10).



V) ALTARS

Rooms with altars are temples and places of worship.

Treasure: Easy to find (5-10). You always find religious relics that can fetch a lot if sold (4 6-sided dice, times the difficulty level of the quest). *If you use the crafting variant of the shops, treat those religious relics as needed ingredients at the Temple.*

Secret passages and Traps: Hard to find (9-10).

Special rule: If the altar belongs to a benevolent deity and a hero has the profession of Priest, they can cure here any curses they might have. If the altar belongs to a malevolent deity the heroes who spend some time here will become cursed.

Special rule 2: If you ever need a spacey room for a battle or a trap, you can use the Dragon Lair tile which was provided in the Crypt of Perpetual Darkness expansion.



W) GRATES

Grates are more like features on the floor than rooms, which lead to a single room underneath them. They are sort of Kinder Surprise too, since the heroes don't know what exists there. When they find a grate, the heroes must decide if they want to ignore it or open it and go inside. If they do, they decide how many of them will go down to explore. Those who do will find a room with no other exits and they will deal with whatever they find there. Use a large tile or a large room on the board to represent the chamber underneath the grate. Once the heroes leave it, it plays no part in the quest anymore. Roll a 6-sided die to determine what type of chamber it is.

1: Just filthy sewage water. The heroes wasted 4 rounds and found nothing. If the other monsters above are alert, a team of enemies awaits the heroes when they come out of the grate.

2: Prison cell.

- If the area is Uninhabitable, they only find the corpses of prisoners. If the quest includes undead, then the cell has (1 6-sided die) unarmed skeletons. Destroying them counts as a Good Deed for putting their souls out of misery.
- If the area is Habitable or Magical they find (1 6-sided die) prisoners. Their race and behavior depends on the quest.

3: Burial ground.

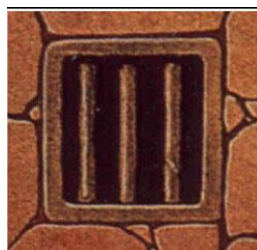
- If the quest includes undead, (1 6-sided die) unarmed Zombies rise from graves or stand up from their built-in coffins on the walls. Destroying them counts as a Good Deed for putting their souls out of misery.
- If the quest does not include undead, then the heroes find (1 6-sided die, times the difficulty level of the quest) gold in burial treasure. Taking it counts as an Evil Deed for robbing the restful dead. Leaving it counts as a Good Deed for showing respect to the dead.

4: Dumping ground. The chamber is full of mostly trash piles, but if the heroes are lucky they might find something useful that an ungrateful denizen threw away. Roll 1 10-sided die.

- 1-5: Nothing but trash
- 6: Unknown magic potion
- 7: Unknown magic scroll
- 8: Random small weapon
- 9: Random small piece of armor
- 10: An ornament worth the difficulty level of the quest, times 10.

5: Hidden treasure vault. The heroes find (1 6-sided die, times the difficulty level of the quest) gold in treasure.

6: Trapped room. The chamber contains one of the traps found in this quest, only one level harder in difficulty, or with harder Lockdown. The trap activates immediately.



Summary chart for searching
(U= Uninhabitable, H= Habitable, M= Magic, A= All areas)

Furniture used	Type of Room	Type of Area	Types of treasure	Difficulty to find Treasure	Difficulty to find a Secret Passage	Difficulty to find a Trap
None	Corridor	A	Page 54	2-10	5-10	5-10
Fireplace	Common Salon	U, H	Page 54	2-10	5-10	5-10
Fireplace	Magical Salon	H, M	Page 54	2-10	7-10	7-10
Table	Dining Room	H, M	Page 55	2-10	5-10	5-10
Table	Waiting Room	H, M	Page 55	5-10	5-10	5-10
Cupboard	Living Room or Kitchen	H	Page 56	2-10	5-10	5-10
Cupboard	Alchemical Lab	M	Page 56	5-10	7-10	7-10
Bookcase	Common Library or Study	U, H	Page 56	2-10	5-10	5-10
Bookcase	Wizard's Library or Study	M	Page 57	2-10	7-10	7-10
Forge	Smithy	A	Page 57	2-10	5-10	5-10
Weapon rack	Armory	A	Page 58	2-10	5-10	5-10
Torture rack	Prison or Dungeon	H, M	Page 58	2-10	5-10	5-10
Alchemist's Bench	Alchemical Lab	M	Page 59	2-10	9-10	9-10
Sorcerer's Table	Wizard's Library or study	M	Page 59	2-10	9-10	9-10
Tomb	Crypt or Mausoleum	U	Page 60	5-10	9-10	9-10
Tombstone	Crypt or Cemetery	U	Page 60	2-10	7-10	7-10
Throne	Throne Room or Private Quarters	A	Page 60	2-10	9-10	9-10
Treasure Chest	Treasury or Money Vault	A	Page 61	not needed	10	10
Bed	Private Quarters	H, M	Page 61	none	5-10	none
Fountain	Recreational Area	H, M	Page 62	2-10	9-10	9-10
Crates or Barrels	Cellar, Storage, Warehouse	H, M	Page 62	2-10	9-10	9-10
Cauldron	Kitchen or Witch's Atelier	H, M	Page 63	not needed	9-10	9-10
Statue	Exhibition Hall	A	Page 63	2-10	9-10	9-10
Mirror	Private Quarters	A	Page 64	2-10	2-10	10
Closet	Private Quarters	H, M	Page 64	2-10	5-10	5-10
Altar	Temple or Chapel	A	Page 65	5-10	9-10	9-10
Grate	Secret chamber	A	Page 65	not needed	not needed	not needed

VARIANT NO. 14) TRAPS

In the core game traps are mostly single-target, meaning only one hero gets hit. An experienced group would just send ahead someone with a lot of hit points and not worry that much if they don't detect and diffuse the traps. It's much better if the traps are area-based and affect the whole party, making a whole room or corridor a hazard they have to overcome as a team. In the core game traps are also instant, meaning they don't have duration. Having them last longer than a single hit also makes them more of a challenge. This can be achieved by having the heroes suffering the effects while they are in a certain area or until the trap is deactivated. In this variant traps are elaborate and consist of several stages or parts. Here is the exact order you should handle them.

1) It exists: Whenever a new area is revealed you draw Fate cards. If one of them mentions a trap then there is a trap there.

2) Discover: The heroes in-game don't know there is a trap (like the players do), but they are entitled 1 chance to find it when they search for traps. For that to happen they roll a 10-sided die and must have a higher result than the difficulty of finding the trap.

- The difficulty for finding the trap depends on the type of area the heroes are in, as described in the previous chapter. It mostly depends on the type of furniture a room has, or if it's a corridor, thus it comes down to what the Fate card says.

- If the Fate card does not mention any furniture, thus leaving a room featureless, then the room is treated as a Hazard Room, meaning a room that exists only as a death trap. Traps in a featureless room count as having a difficulty of 10.

- Although at its simplest form finding a trap comes down to rolling a die and hoping to get a high number, there are several factors that affect the die result. Only one hero is allowed to make 1 roll, per trap. Not each hero, separately. Since there are abilities that make a hero better at finding traps, then it's preferable if they are the ones doing the search.

Special: The standard Dwarf gets a +2 to his roll from his Cautiousness ability, if it's a mundane trap (wood and stone) and the standard Wizard gets a +2 to his roll from his Magic Detection ability, if it's a magical trap.

- Although only 1 hero makes the search, the rest of the heroes are not supposed to be standing idle. They too look around a bit, along with him. If they are not present with him when he searches for the trap, then his die result gets a -1 penalty for every hero who is absent (thus in a 4-member team, if someone searches alone he gets -3 to the die result). This penalty exists to off-set the cheap tactic of staying out of the area with the trap and sending in only one hero for the search, so only he will suffer the consequences.

- The difficulty of finding a trap applies only to typical in quality traps.

- a) A crude or weathered trap will be easier to find, so the result will get a +2.
- b) An elaborate trap will be harder to find, so the result will get a -2.
- c) A masterwork trap will be harder to find, so the result will get a -4.

3) Leave it be: A revealed trap can be left as it is, and the heroes can walk past it if they decide not to attempt to deactivate it. Depending on the type of the trap (as described on the Fate card), this can have different effects.

- Floor tile trap: Leaving it be doesn't have any further effects.

- Door trap: Leaving it be means the door remains shut, the contents of the room remain hidden, and a marker is placed next to it to indicate it is trapped.

- Furniture trap: Leaving it be means the heroes are not allowed to take any treasure from that room (loot from fallen monsters is still allowed).

4) 1st Deactivation Attempt: Heroes are entitled 1 attempt to deactivate the trap instead of walking past it. If they succeed the door or the floor or the furniture will be safe to interact with. The deactivation attempt is fairly similar to the discovery attempt as described above, meaning:

- Only 1 hero is making the roll. He gets a bonus if he has an ability concerning trap disarming.
- He gets a penalty if other heroes are absent
- The result changes based on the quality of the trap.

A big change here is the function of the Tool Kit. In the normal rules, it's the only way for a hero to be able to deactivate traps (other than the Dwarf's ability). Here, the tools give a +2 to the hero who is using them. If they are Masterwork in quality, they give him a +4.

5) Activation: If the heroes fail to reveal a trap by searching:

- Floor tile trap: There is a 50% chance (1 to 5 result on a 10-sided die) for the trap to trigger each round the heroes are in that area, by someone stepping on a floor tile with a spring underneath. If the whole team of heroes is not in the area, remove 10% for each absent hero.
- Door trap: The trap triggers when someone opens the door.
- Furniture trap: The trap triggers when someone searches a certain piece of furniture in that room.

Keep in mind that even if the players know there is a trap, the heroes do not, so they can't magically decide to avoid a trap they don't know it's there.

6) Lockdown: Most traps have an effect that locks down the area so the heroes can't escape right away. This happens as soon as the trap is activated and comes down to if the area locks down by wooden doors shutting and locking (medium), portcullis dropping to block escape (hard), or stone slabs cutting off corridors of escape (very hard). The lockdown ends by disarming the trap, breaking the doors, lifting the portcullis, or pushing the slab to the side.



Tiles for Portcullis and Slab

7) Effect: This is the main effect of the trap. Keep in mind that for aesthetic reasons, damage from traps can never be blocked by armor that offers special effects such as automatic shields.

8) Termination

The final stage of a trap is how it ends (after it was activated) so the heroes can continue their adventure. Here are the various methods:

- a) Speed (easy): If the trap has no Lockdown (see above) then all the heroes have to do is run outside the radius of the trap (getting out of the room or moving away from the corridor). Even if they manage to get out in one turn, they still deal with the consequences at least once.
- b) Strength (variable): If the trap has Lockdown then the heroes can get out of the radius of the trap by breaking the doors, lifting the portcullis, or pushing the slab to the side, with a single attack roll. 2 skulls if they are wooden (medium), 3 if they are metallic (hard), 4 if they are stone (very hard).
- c) Further Deactivation Attempts: Heroes are sometimes allowed to continue trying to deactivate the trap even after it's triggered, although the difficulty gets a +4.
- d) Wisdom based (variable): If the trap gives a riddle to the heroes based on a message they can hear or read, a successful Will Save by the smartest hero can trigger a hidden mechanism that ends the trap. The difficulty decreases by 2 each turn.
- e) Ran out of gas (or fuel): This is the worst case, when all heroes are struck by the poison effects of a trap. If it's not damage-based (reduces Body Points) then the trap runs out of whatever it uses and the poisoned heroes are free to open the doors at their leisure.

Variant No.15) List of Alternative Traps

[Variable] 1) Alarm (mundane)

Noise of bells or something similar alerts the surrounding monsters. A revealed closed (and not jammed or trapped) door opens, and monsters come out in droves. If there is no door, they can come running from the nearest corridor corner or a secret passage inside the room is revealed, or a magic portal opens so they can come from there. **This trap cannot be deactivated once it activates.** The difficulty of this trap depends on the Level of the monsters:

- Easy: Either 2 Levels lower than the Heroes and they Ambush the heroes, or the same Level and they are just Alert.
- Medium: Either the same Level as the Heroes and they Ambush the heroes, or they are 2 Levels higher and they are just Alert.
- Hard: Either 2 Levels higher than the Heroes and they Ambush the heroes, or they are 4 Levels higher and they are just Alert.

[Variable] 2) Poison gas (mundane)

Gas comes out of the walls. Each round a hero who fails a Fortitude Save suffers the following until he is cured (healing has no effect):

- Easy: Difficulty 4, 1 Mind Point loss
- Medium: Difficulty 6, 2 Mind Points loss
- Hard: Difficulty 8, 3 Mind Point loss

[Variable] 3) Nest (mundane)

The area is filled with vermin or insects (their type depends on the Matrix of the monsters in that area) that attack you every round. Their damage is poisonous (can't be healed). **This trap cannot be deactivated once it's triggered, but fire of any kind (spell or torch) can easily scare the vermin away after 1 round.**

- Easy: Either 3/1 or 2/2.
- Medium: Either 4/3 or 3/4.
- Hard: Either 5/5 or 4/6.

[Variable] 4) Poison Projectiles (mundane)

Darts fly out of the walls that attack you with 1 die every round. They don't inflict damage at first but can lower the heroes' Block with their poison (the minimum is 1). Getting hit when Block is at 1, counts as normal damage.

- Easy: Darts: 1/3, -1 Block
- Medium: Bolts: 2/3, -2 Block
- Hard: Arrows: 3/3, -3 Block

[Variable] 5) Poison Blades (mundane)

Blades come out of the walls and floor that attack you every round. They don't inflict damage but can lower the heroes' Power with their poison (the minimum is 1). Getting hit when Power is at 1, counts as normal damage.

- Easy: Poison spikes: 1/3, -1 Power
- Medium: Poison spears: 2/3, -2 Power
- Hard: Spinning blades: 3/3, -3 Power

[Variable] 6) Elemental explosion (magic)

An explosion of (fire, thunder, ice, whatever you like) fills the area, attacking everyone once. The residual energy of the explosion lingers in the room. **This trap cannot be deactivated once it's triggered.** Each round a hero who is still in that area and fails at a Fortitude Save suffers an additional 1 Body Point of environmental damage. Every turn the difficulty drops by 1.

- Easy: 2/4, residual energy difficulty 6
- Medium: 3/4, residual energy difficulty 8
- Hard: 4/4, residual energy difficulty 10

[Variable] 7) Pool trap (mundane, areas with a lot of water only)

Floodgates on the walls open and turn the area into a pool. Aquatic creatures come out of grates on the floor and attack you each round. **This trap cannot be deactivated once it's triggered,** and attacking the creatures will have no benefit, so the heroes have to swim out of the pool with a high enough movement roll (take into account any movement penalty from armors). **Each round the difficulty to come out lowers by 1. A hero who came out can also help a hero who is still inside by pulling him out and lowering the difficulty by 1.**

- Easy: Either Piranha 3/1, or Electric Eels 2/2. Difficulty to swim out: 8
- Medium: Either 2 Sharks 3/3, or an Alligator 2/4. Difficulty to swim out: 10
- Hard: Either a Giant Octopus 3/5, or a Giant Crab 2/6. Difficulty to swim out: 12

[Variable] 8) Pit trap (mundane)

The floor retracts and drops you in a dangerous room beneath. It doesn't inflict damage but can debuff the heroes with its poison. **This trap cannot be deactivated once it's triggered**, but the heroes can move out of the pit with a high enough movement roll (take into account any movement penalty from armors). While inside the pit, they have to succeed at a Fortitude Save or suffer the effects of the debuff. **Each round the difficulty to come out lowers by 1. A hero who came out can also help a hero who is still inside by pulling him out and lowering the difficulty by 1.**

- Easy: Sewage water

- 1) Difficulty to come out of the pit: 8
- 2) Difficulty of the Fortitude Save: 6
- 3) Effect of the first failure at the Fortitude Save: Movement drops to half (after you come out)
- 4) Effect of every round you spend in the pit after you failed at the Fortitude Save: minus 1 Mind Point

- Medium: Quicksand

- 1) Difficulty to come out of the pit: 10
- 2) Difficulty of the Fortitude Save: 8
- 3) Effect of the first failure at the Fortitude Save: Movement drops a third (after you come out)
- 4) Effect of every round you spend in the pit after you failed at the Fortitude Save: minus 1 Body Point

- Hard: Acid pool

- 1) Difficulty to come out of the pit: 12
- 2) Difficulty of the Fortitude Save: 10
- 3) Effect of the first failure at the Fortitude Save: Movement drops a quarter (after you come out)
- 4) Effect of every round you spend in the pit after you failed at the Fortitude Save: minus 1 Body Point and 1 Mind Point

[Variable] 9) Death corridor (mundane, corridors only)

The corridor turns into a death trap. The heroes have to get out by reaching the end of the corridor and enter a room.

- Easy: Saws and pendulum axes swing every few feet. The heroes receive an attack of 2/3 every round they are in the corridor.
- Medium: The wall behind the heroes gets filled with blades and moves rapidly towards them. Every time the heroes roll less than 6 on their movement, they receive an attack of 3/3.
- Hard: A boulder falls from the edge of a corridor and is rolling towards the heroes. The boulder turns in corners and has a movement of 6 squares. Anyone it crushes is attacked with 4/3 and has his movement halved until he is fully healed. When the boulder reaches the end of the corridor and some heroes are still in there (because they got crushed), a second boulder starts rolling towards them.

[Variable] 10) Animate (magic)

Objects in the area come to life and attack the heroes. Use the Animated Object Matrix to bring forth creatures that fit the area this trap is located in.

- Easy: Either 2 Levels lower than the Heroes and they Ambush the heroes, or the same Level and they are just Alert.
- Medium: Either the same Level as the Heroes and they Ambush the heroes, or they are 2 Levels higher and they are just Alert.
- Hard: Either 2 Levels higher than the Heroes and they Ambush the heroes, or they are 4 Levels higher and they are just Alert.

[Hard] 11) Cursed item (magic)

An item in the area attaches to and curses one of the heroes. It cannot be attacked or thrown away; it needs a special procedure to get rid of (such as a quest item that exorcises it or a trip to a temple). Proposed items:

Corridor: A candle hovers above a hero, alerting every patrolling monster in a corridor of his coming (they will always attack him first).

Tables and cupboards: A cursed cup will make the hero wander away from a battle with a 20% chance for 1 round.

Bookcases, alchemist's benches and sorcerer's tables: A cursed book gives a 30% chance of a spellcaster's magic to not work (when cast on a hero) or to attack a hero (when cast on a monster).

Fireplaces and thrones: A portrait in the room curses a hero when he gazes it. His attack and defense drop by 1 die.

Forges and weapons racks: A cursed sword forces a hero to always attack with it (2 dice). There is a 20% chance he will attack one of his allies instead of a monster.

Torture racks and tombs: A cursed skull will animate a defeated monster with a 20% chance (it will always have 1 body point and can only be animated once).

Treasure chests: The gold is cursed. Monsters will always prioritize attacking that hero and will, if possible, ignore the others.

[Hard] 12) Teleport trap (magic)

Every hero teleports to a different room close by, where they have to overcome a trap on their own (a different one for each). If they succeed they teleport back to the area and can reunite with the other heroes. The difficulty of the challenge has to be of the same difficulty as this trap.

Randomly generated trap

Roll a 10-sided die and pick the easy or medium difficulty variant, if the trap is not going to be hard.

Roll a 12-sided die and pick the hard variant, if the trap is hard.



When you keep rolling bad for traps

ADDED FEATURE NO. 11) LOOTING

Looting the bodies of the monsters after a battle is a variant you can include if the players love getting loot from every battle instead of feeling like they are wasting their time fighting monsters that won't offer them anything. In order to balance the increased amount of gold the heroes will be getting this way, the players will have to include the Equipment Damage variant that forces them to pay money for the maintenance of their equipment.

1) The bounty method

Monster kills are rewarded with gold after the mission is over. Mark on a piece of paper the levels of the monsters. Make a sum of it. That is how much gold the heroes will get in total.

2) The item drop method

Every monster a hero kills can be stripped for equipment. That equipment can be used by the hero for the remainder of the quest, but must be sold before the beginning of the next mission for having the crest of evil on it, which is unbecoming of heroes to use. The selling value should be a tenth of the buying value of the official equipment. This variant yields even more gold than the previous variant, so in order to be balanced it is advised to include others cost-increasing variants in the game (see Resource Management variants).

Proposed type of loot drops

Roll an 8-sided die each time you search a defeated enemy.

- 1: Armed enemies drop the weapon they carry, which can be used in the Quest and can then be sold at one tenth the value of a typical weapon.
- 2: Armored enemies drop the piece of armor they carry, which can be used in the Quest and can then be sold at one tenth the value of a typical piece of armor.
- 3: Humanoid enemy lieutenants or bosses can carry a random potion or a magic scroll.
- 4: Sentient and living enemies could carry a food ration or a potion that heals Body Points equal to their Level.
- 5: Humanoid enemies could have a money pouch or could be decorating their bodies with ornaments that are worth five times their Level.
- 6: Magical enemies could have magic runes with potency that equals their Level and which could be used for crafting spells or magical items.
- 7: Exotic animals or beasts can provide pieces of their bodies, such as wolf fangs, or Yeti horns, equal in number as their Level, that can be used in crafting unusual items or weapons.
- 8: Exotic animals or beasts can provide rare types of meat, such as steaks, eggs, fillets, equal in number as their Level, that can be used in feasts at the Tavern.

VARIANT NO.16) MAKING MIND POINTS MORE USEFUL

Mind Points are undermined in any quest which does not involve enemies with magic attacks that specifically affect Mind Points. That means they are useless for most of the core quests and for half of the expansions. These variant rules make them far more important right from the start. In terms of balancing issues, they make the wizard way more powerful, followed by the elf. The barbarian and the dwarf get weaker.

1) Weapon range: Every projectile you fire at a monster has a penalty in attack every time the target is farther in squares than your Mind Points, with a minimum of 3 squares (meaning the range penalty is the same for all creatures with 3 or less Mind Points). If for example the barbarian fires an arrow with a crossbow at an enemy, the attack will be 3 dice as normal for up to 3 squares (his Mind Point total is less but the minimum is still 3 squares), 2 dice for up to 6 squares and 1 dice for up to 9 squares. The Elf will have a wider range because he has more Mind Points (4/8/12). This variant nerfs long-range weapons, which were overpowered in the core rules.

2) Magic damage: Any damage inflicted by spells or energy attacks lowers Mind Points instead of Body Points. This essentially makes Mind Points a second life bar that lowers only by magic and energy attacks. This variant makes the wizard very durable against enemy sorcerers and the barbarian very easy to beat using magic.

3) Stupefy: Any character who has his Mind Points dropping to zero does not die, he becomes stupefied. His movement halves, he can't use potions or scrolls, he can't cast magic, he attacks and defends with 1 less die, and can't take actions on his own. Another hero has to escort him at all times and tell him what to do each round. This variant makes a hero still being able to assist even when he loses his mind. *(Exception: Undead have no Mind Points and are always stupefied, so if they get damaged by magic they are destroyed)*

4) Will Saves: This variant replaces the official method of rolling one red die per Mind Point and hoping to get a 6. Any spell or trap that affects the mind can be resisted with a will save that uses a hero's Mind Points to determine which die he rolls.

- Any creature with 1-2 Mind Points rolls a 4-sided die (aka, the Barbarian)
- Any creature with 3 Mind Points rolls a 6-sided die (aka, the Dwarf)
- Any creature with 4 Mind Points rolls an 8-sided die (aka, the Elf)
- Any creature with 5-8 Mind Points rolls a 10-sided die (aka, the Wizard)
- Any creature with above 8 Mind Points rolls a 12-sided die

The difficulty of the check is the Mind Points of the enemy spellcaster plus his Character Level, or whatever is mentioned in the trap.

If a creature's maximum die roll can't surpass the difficulty, it is entitled to roll a second die and add to the sum only if the maximum number is rolled.

5) Number of abilities: A hero can know or can learn as many different abilities (from his class or his race) as his Mind Points. The only exception is the ability Awareness, which doesn't count in the limit (it's zero).

6) Mental stress: Many abilities work only once per battle or per quest. By placing stress on his mind, a hero can reuse such an ability during the same battle or quest, as the expense of losing 1 Mind Point.

7) Negotiation: The heroes can negotiate with monsters for a certain amount of times per quest. They can threaten them to surrender, bribe them to join their team, or even scare them away. A negotiation check comes down to both creatures doing a Will Save and the bigger number at the end wins.

8) Monster behavior

Although the core rules don't have official rules on how monsters behave and it's up to Zargon / dungeon master to use them as he likes, a nice touch would be to make them behave differently depending on their intelligence.

- Dumb monsters (such as Undead and Goblins with up to 1 Mind Point) don't use tactics. They attack what is in front of them and never switch targets or try to run away.
- Average in intelligence monsters (up to 4 Mind Points) use tactics. They attempt to attack from the side or the back, and switch targets to the weakest hero they can see. If they know the battle is lost they will flee from the battle.
- Smart monsters (above 4 Mind Points) use the terrain to their advantage. They prepare traps to lure the heroes, they stay back and use spells, they surrender and bargain when the battle is lost or flee to draw heroes to an ambush. In general they plan every battle to have tricks they can use to their advantage right from the beginning.

VARIANT NO. 17) RULES FOR BODY POINTS

1) Staggering: The more injured a character becomes, the weaker he becomes.

- When he is down to half of his total Body Points (rounded down), he has 1 less Power and Block, he has a movement penalty of 1 square, and every check gets +1 in difficulty.
- This penalty doubles when the hero or monster is down to a quarter of his total Body Points (2 less Power and Block, movement penalty of 2 squares, and checks get +2).

This variant hampers the heroes as they get more hurt, but also makes it easier for monsters with multiple Body Points to be defeated if they are damaged at least once. For a visual aid so the players won't forget this, give them tokens in 3 different colors (blue, yellow, red) that represent Body Points.

- The first tokens that get removed during injuries are the blue ones.
- When there are no more blue tokens, the hero is in the first phase of injury. Then the yellow tokens get removed.
- When there are no more yellow tokens and only red remain, the hero is in the second phase of injury.

2) Desperation Moves: This variant is something that can apply only to heroes and only if the players don't like the Staggering variant above (it can still apply to monsters). Instead of the heroes getting weaker the more they get hurt, they instead get more desperate.

- When the Barbarian gets down to half of his total Body Points (4), his battle frenzy causes him to:
 - a) Hit even if he rolls a black shield (+1 Power).
 - b) Defend only if he rolls a black shield (-1 Block).
 - c) Get a movement bonus of 1 square.
 - d) Have a +2 difficulty in every check.

This effect changes when the Barbarian is down to a quarter of his total Body Points (2), and his battle frenzy causes him to:

- a) Hit even if he rolls a white shield (+2 Power).
- b) Defend with half the dice, rounded down.
- c) Get a movement bonus of 2 squares.
- d) Have a +4 difficulty in every check.

- When the Dwarf gets down to half of his total Body Points (3), his resilience causes him to:
 - a) Hit only if he rolls a white shield (-1 Power).
 - b) Defend even if he rolls a black shield (+1 Block).
 - c) Get a movement penalty of 1 square.
 - d) Have a -2 difficulty in every check.

This effect changes when the Dwarf is down to a quarter of his total Body Points (1), and his resilience causes him to:

- a) Hit only if he rolls a black shield (-1 Power).
- b) Defend unless he rolls a white shield (+2 Block).
- c) Get a movement penalty of 2 squares.
- d) Have a -4 difficulty in every check.

- When the Elf gets down to half of his total Body Points (3), he goes in a trance that causes him to:
 - a) Recall a spell he has used (he can use it again). If no spells were used, this ability has no effect.
 - b) Get a movement bonus of 2 squares.
 - c) Have a +3 difficulty in Spell Failure checks.

This effect changes when the Elf is down to a quarter of his total Body Points (1), and his trance causes him to:

- a) Recall 2 spells he has used (he can use them again). If no spells were used, this ability has no effect.
- b) Get a movement bonus of 4 squares.
- c) Have a +6 difficulty in Spell Failure checks.

- When the Wizard gets down to half of his total Body Points (2), he taps into the mystical forces of the cosmos which causes him to:
 - a) Increase the effects of his spells by 1 (in damage or duration or power).
 - b) Get a movement penalty of 2 squares.
 - c) Have a -3 difficulty in Spell Failure checks.

This effect changes when the Wizard is down to a quarter of his total Body Points (1), and his mystical forces cause him to:

- a) Increase the effects of his spells by 2 (in damage or duration or power).
- b) Get a movement penalty of 4 squares.
- c) Have a -6 difficulty in Spell Failure checks.

3) Retreat: Whenever a character's Body Points drop down to exactly zero (no excess damage to below that) he can no longer attack or cast spells, and has halved movement. That character can't be healed for 1 round and retreats from the battle.

- If he is a hero, he can still be healed by another hero or he can heal himself after the first round.

- If he is a monster he attempts to call for reinforcements by opening the closest closed door. If there is no closed door he moves as far away as he can from the battle until there is no line of sight with the heroes.

This variant gives a small chance to a hero to return to action when defeated. It also makes the monsters more threatening when they are not finished off.

4) Stabilize: A defeated hero (someone with below zero Body Points) doesn't die for 1 round. He can't fight or move if there is an ongoing battle or trap effect, but if by the time his next turn comes another hero has cast a healing spell on him or has sprinkled a healing potion on him, then he is considered unconscious and not dead. After the battle is over or the trap is deactivated, an unconscious hero can be healed as normal. Treat him as having zero Body Points. In case a hero is defeated within the radius of a hazard or trap, then he can be saved only if another hero carries him outside the radius in a single round, with halved movement, and stabilizes him as above. This variant makes death less threatening at the cost of needing a lot more healing potions and spells.

5) Negative healing: Casting healing spells or pouring healing potions on Undead, counts as an attack of 1 die per Body Point of healing. This variant makes it easier to deal with the Undead at the cost of needing a lot more healing potions and spells.

6) Throwing range: Every weapon you throw at a monster has a range equal to the hero's maximum Body Points and can be retrieved if a marker is placed on the square it lands on.

7) Fortitude Saves: Every damage by poison, disease, or environmental hazards (non-magical, such as heat or cold) can be prevented with a fortitude save. Each hero rolls a different die depending on his Body Point maximum.

- Any hero with 1-4 Body Points (aka, the Wizard) and any Monster with 1 Body Point roll a 4-sided die

- Any hero with 5-6 Body Points (aka, the Elf) and any Monster with 2 Body Points roll a 6-sided die

- Any hero with 7 Body Points (aka, the Dwarf) and any Monster with 3 Body Points roll an 8-sided die

- Any hero with 8-10 Body Points (aka, the Barbarian) and any Monster with 4 Body Points roll a 10-sided die

- Any hero with above 10 Body Points and any Monster with above 4 Body Points roll a 12-sided die

If the result is higher than the difficulty of the poison or the environmental hazard, the damage or debuff the poison or environmental hazard would cause is prevented. This is not a permanent effect, since the save has to be repeated every time a hero is struck by such effects.

There are a lot of factors that can increase or decrease the difficulty, such as injuries or equipment, or special effects of attacks. This variant makes it harder for the barbarian and the dwarf to be affected by poisons and environmental hazards, but at the same time makes it easier for the wizard and the elf to be defeated by poisons and environmental hazards.

8) Burst: Normally a hero can't have more Body Points than his maximum. This variant allows healing to give him more than the maximum. He loses 1 Body Point every turn until he is at the maximum or below of his Body Points. During the rounds he is above the maximum he is bursting with vitality. This has the following effects:

a) He hits or defends even if he rolls a black shield (+1 Power and +1 Block).

b) He has a movement bonus of 1 square.

c) He lowers the difficulty of all checks by 1.

d) While he has more Body Points than maximum, he cannot be healed again.

This variant gives an advantage to uninjured heroes at the cost of needing a lot more healing potions and spells. For a visual aid so the players won't forget this, give them tokens in a color that is not the same as those used for Staggering or Desperation Moves (blue, yellow, red). A token is removed each round.

9) Healing method nerf: Normally a hero can heal indefinitely. This tends to make the game too easy if the heroes find or carry too many potions or healing scrolls. A proposed variant is to make the effects of something to work only once per Quest. Meaning, a hero can drink only 1 healing potion, or be healed by magic only once per Quest. The effects of the potion or the spell or the scroll are in effect for the remainder of the mission and don't stack with other identical effects. This way a hero can't become an immortal by spamming the same type of healing all the time.

VARIANT NO.18) RULES FOR DEATH

The core game is very lenient with death. Whenever a hero loses all his Body Points he is removed from the quest, but returns in the next quest as if nothing had happened. These variants make death a lot more impactful and the game harder because of it.

1) Consider the stabilize rule mentioned earlier for saving a hero within 1 round.

2) If a hero dies in a mission, the rest of the heroes can carry his body back to town, if they win the mission and are not in a hurry to escape from the dungeon (if monsters are chasing them by the dozens). At town a hero can be revived at a temple. But only once, and at the expense of a lot of gold. Let's say a 1000 gold. The hero can be in dept while he pays back the fee, unable to buy equipment. In case you want to make it possible for a hero to be revived more than once, increase the fee by another 1000 gold for every following time he dies.

3) Instead of being resurrected at a temple and being in dept, a hero can be brought back to life at a healing house for free, but also at a cost. A part of his body becomes permanently disabled, such as losing an eye or an arm. The first time this happens, it is allowed to be offsetted with a positive Quirk (see the Quirk variants). The second time it happens, it is not going to be offsetted by something positive.

4) If a hero dies in a mission and the rest of the heroes do not carry his body back to town, he is considered captured by Zargon (the evil mage revived him so he can torture him until he becomes his servant). That hero can be a captive in the next quest, held inside a locked cell. Add the torture rack card in the Fate deck. When it is drawn, the rest of the heroes find their ally but first they have to unlock the door with a key (or lockpick it, or break it). The captured hero will be without his equipment and items. Those will be kept in a different room (the armory or a storage room if you want to add crates and barrels in the Fate deck).

5) If the hero dies again and is not carried outside, he can return to life as an Undead who resists the lure of evil. Healing spells won't be working on him anymore, but you can make him a vampiric creature that heals when he injures monsters (or perhaps when the heroes willingly let him suck their blood, effectively transferring Body Points to him). You can also add a Will Save he has to perform at the beginning of every battle. If the hero fails it he will be on the side of the monsters until all the other monsters are defeated (then he comes back to his senses). The hero can return to normal if he proves himself trustworthy after a few quests and then pays a visit to a temple.

6) If even that method is out of the question, consider the option to make the fallen hero a ghost. He can't attack or cast spells, until he possesses enemy monsters. For balancing issues they need to have equal or less intelligence than the hero and they cannot be named characters (bosses or important NPCs). The hero is in control of that monster and if the monster ever gets killed he loses 1 Mind Point and can jump to a different monster (assuming his Mind Points are not zero). As a ghost that hero is immune to mundane weapons, but spells and magic weapons can hurt him as normal (he gets damaged even while he possesses someone).

7) If even that method is out of the question, consider that hero getting corrupted and joining the forces of evil. He can be an aid to Zargon in each quest, controlling half the monsters. He can also be a returning Undead the heroes have to defeat in every mission.

8) If not even that works out, consider the option to let the player pick a different hero from the expansions (Knight, Druid, Warlock, Rogue) or even the gender swapped version of the same hero (the female version if he was male, the male if she was female). That hero replaces the dead one and as a starting aid he takes all the equipment of the dead hero.

Variant No. 19) Rules for Movement

1) Unhindered movement: This has been included in the revised rules, but I will mention it again for the old-school players. If the heroes have no monsters or traps to deal with, they don't have to roll dice to move. They can move as far as they want until a new portion of the map is revealed and they have to fight monsters, deal with traps, or search a room.

2) Fixed movement: Rolling to move is stupid and eats up a lot of time. The fun of the game is how you fight and not how far you move during the fight. Instead of rolling 2 6-sided dice for movement, the heroes always move a specific number of squares, depending on their race and class (it's usually 8). Every small item they carry in their backpack lowers movement by 1. The weapons they hold and the armor they wear also lower movement.

3) Movement penalty: Movement can lower, based on various factors.

- Equipment lowers it because of its weight (see the variants on Weapons and Armor).
- Injuries lower it because the hero gets weaker (see the variants on Body Points).
- Some spells and traps lower movement.
- Carrying something heavy like a treasure chest halves your movement.
- Various types of environmental hazards, such as darkness or muddy ground halve your movement.

4) Switch positions: This is not really a variant, but an official and simple battle tactic in narrow places that most players never consider, so I include it in case you didn't either. The official rules state that you can move and attack, or attack and move. Meaning, on his turn a hero can attack and then switch places with another hero close to him (not hindered by another monster or object, obviously) who will then attack the same target.

5) No movement bonus: If a hero decides not to move during his turn, he gets a bonus thanks to not being hindered by the shaking of movement. Chose any one of the following:

- Duel Wielding: A second attack right after the first with an off-hand weapon (the official rules allow only one attack). The off-hand weapon has to be small in size.
- Cleave: If attacking with a weapon that can attack diagonally, you attack 2 valid targets with the same dice rolls, but you have -1 Power in both attacks.
- Skewer: If attacking with a weapon that can thrust, you attack 2 valid targets with the same dice rolls, but you have -1 Power in both attacks.
- Bash: Gain 1 Power, lose 1 Block, until your next turn.
- Steadfast: Gain 1 Block, lose 1 Power, until your next turn. Gain +4 to Fortitude Saves against being pushed or dragged or pinned.
- Pushback: Even if an attack fails, you push the target 1 square away from you for every failed Fortitude Save it rolls (the difficulty decreases by 1 at each next attempt), or until it encounters a wall, a piece of furniture, another creature, or a trap (and suffers the effects).
- Quick Shot: A long-range attack despite making a ranged attack last round (doesn't include thrown weapons). This is part of a variant that nerfs weapons such as the crossbow because it was offering cheap wins. In this variant you can't constantly shoot with a bow or crossbow if you move on your turn. You can either shoot on every second turn by moving as normal, or shoot on every turn by standing still.

6) Dash: If the only thing a hero wants to do on his next turn (not this one) is move (no combat or spellcasting), he gets +6 Movement.

7) Battle initiative

Most players notice how the monsters become less of a threat the more the heroes buy more equipment, so here is a simple variant for keeping the same monsters a threat throughout the game.

1) Whenever heroes start a battle with monsters, the order with which each unit moves depends on its movement. Those with higher movement move first, those with lower movement move last. In case of a tie in movement, those with more Mind Points move first, followed by those with less Mind Points. In case of a tie again, the heroes act first.

2) Until a unit gets to act during the first (and only the first) round of battle, it is considered flatfooted and unable to defend itself properly. It rolls half as many defense dice, rounded down. This means the fastest units get to act first AND are never flatfooted.

3) If a creature attacks someone who has half or less than half its speed (something like 10 for the former and 5 for the latter) then the attacker attacks twice.

What change does this have in the game play? While the heroes haven't bought any equipment yet, they get to play first as normal, and the monsters will be easier to hit during the first round of combat (no monster has a movement above 10 and is smarter than the Barbarian). As the heroes buy more equipment, their movement drops because of the extra weight. If a hero gets to buy all the basic equipment, he will have a movement of 5 (minus 1 from the shield, minus 1 from the helmet, minus 1 from the broadsword, and minus 2 from the plate armor). At that point only zombies and mummies will be acting (with halved defense during the first round) after the heroes, while all other monsters get to act before the heroes (who will have halved defense during the first round). Just like that, the monsters become a bigger threat just because they don't slow down like the heroes.

Further slowing down for the heroes can be done by the magic potions they carry. If you believe they can carry a bunch of healing potions that make them immortal, just remove 1 movement for every 2 potions they carry. It's supposed to reflect how they have to move slower so that they won't break the sensitive vials.

If a player wants to make his hero faster, he can deliberately take off certain pieces of armor or potions BEFORE the heroes move to a new area and encounter more monsters. The removed items will be on a pile behind the hero and will not be used during the following battle. They can be equipped again after the battle is over.

During the expansions (after the core quests) the heroes are allowed to find artifacts or buy equipment that is lighter and does not slow them down anymore (Borin's armor is an obvious example), thus making their money valuable again (gold loses its value once you buy all the basic equipment). Each lighter piece of armor or weapon has its cost quadrupled compared to the mundane variants.

VARIANT NO.20) RULES FOR COMBAT

1) Higher ground bonus

A character that attacks from a higher ground gets +1 Power and is able to hit flying units with melee attacks (assuming there is a ceiling and it is not very high). Higher ground counts as attacking while:

- you are on a piece of furniture like a table or a torture rack (but not something too high such as a bookcase or a cupboard) . This variant makes it possible to step on a piece of furniture, which is normally not allowed, by spending 4 of your movement. Stepping down does not have any requirement.
- you are on descending stairs (the tiles used for showing the path is moving downwards)
- you are riding a mount
- you are flying

2) Moving furniture

Normally furniture cannot be moved, unless there is a secret passage behind them or under them. This variant allows someone to throw down a tall piece of furniture (such as a bookcase or a cupboard) if on his turn he attacks successfully that piece of furniture. A successful attack is 2 skulls for wooden furniture, 3 for metallic, and 4 for stone. Since the core game doesn't provide metallic or stone furniture, it has to be arranged at the beginning of the quest if such furniture can exist in that area.

Any creature that gets hit by the falling piece of furniture (usually the three spaces next to it) receives an attack. 2 dice if it's wooden, 3 if it's metallic, 4 if it's stone. That creature becomes pinned under that piece of furniture, unable to move or attack for 1 turn, plus one extra turn for every damage it received by that attack. This variant can expand to include statues, decorative pieces of armor, or obelisks if your quest includes them.

Another way to move a piece of furniture is to push it forward with an attack. This works best with wide and low objects, such as tables and torture racks. It is harder than throwing it down since it requires 3 skulls for wooden furniture, 4 skulls for metallic, and 5 for stone. Any creature that gets hit by that moving piece of furniture receives an attack. 1 die if it's wooden, 2 dice if it's metallic, 3 if it's stone. If that creature is next to a wall, it becomes pinned by that piece of furniture, unable to move or attack for 1 turn, plus one extra turn for every damage it received by that attack.

3) Brandishing

The core game doesn't allow a hero to hold 2 weapons or bothers to explain which weapons are two-handed. Here is how you can toy around that.

- All weapons are supposed to be two-handed. If a hero holds something with one hand then it's harder to use it and suffers a -1 penalty to Power or Accuracy if he attacks with his good hand, or a -2 penalty to Power or Accuracy if he attacks with his off-hand.
- A hero can attack with 2 weapons, one on each hand, but he needs to take a No Movement Action and suffers the above penalties.
- A hero who holds a shield or potion with one hand, still suffers the above penalties.

4) Focus tokens

Sometimes the dice don't like you and you can't have a good roll for several rounds in a row. Other times you are placed in a position where you can't do anything to assist in battle. This variant makes use of wasted rolls and missed turns, giving a hero or a monster that has a bad day or a disadvantaged position, to still get something out of it. The logic here is that a hero can block an attack with his weapon or bash an enemy while he defends.

How do you gain tokens:

- When you miss in an attack, you gain a skull token.
- When you fail to defend, you gain a shield token.
- When your turn is wasted (because you are stuck at a place where you can do nothing), you gain 1 token of both types.

How heroes use the tokens:

- When a hero attacks in a later turn he can spend 3 skull tokens to remove one of his target's successful defense dice.
- When a hero defends in a later turn he can spend 4 shield tokens to change one of his missed defense dice into a successful block.

How Zargon uses the tokens (yes, even he can use them):

- When a monster attacks in a later turn Zargon can spend 3 skull tokens to give +1 Power to 1 Attack die (before he rolls the dice).
- When a monster defends in a later turn Zargon can spend 4 shield tokens to give +1 Block to 1 Defense die (before he rolls the dice).

Both heroes and Zargon are allowed to have up to 6 tokens of each type. If they gain more, they are lost. You can use 2 6-sided dice to mark how many tokens a hero or Zargon currently has.

5) Switching weapons mid-fighting: If you want to change the weapon you are using with another one you have in your backpack, you must either not move or not attack on that turn.

6) Adjacent ranged attack limitation: You can't shoot at adjacent enemies (those who are at a square next to you). The arrow won't have enough force or the enemy won't be waiting for you to shoot. There is an ability that bypasses this limitation.

7) Unarmed Combat: In the core game, an unarmed hero attacks with 1 die, when there are weapons with 1 Attack value, thus making no difference if they are unarmed or not. In this variant, an unarmed hero attacks with as many dice as his Strength, and all of them have a Power of 1 (they only hit on black shields). Weapons essentially add more Power and not more Attack dice when attacking.

8) Double Dice: This is not a variant but a small life hack. For speeding up the game, once a character has to roll more than 6 defense dice (the maximum that the core game provides), instead of rolling dice over and over, just treat each die as a double-die (for example rolling 4 dice instead of 8 and any results will count as 2 skulls or 2 shields instead of 1).

9) Equipment Damage

With this variant:

- the battles become more thrilling and unpredictable, since weapons and armor can be damaged just like people. It forces the heroes to switch weapons and armor as they play, usually by looting the gear of the monsters (even if they do that, they still have to take into account any lack of proficiency they might have with weapons and armor: See Abilities).
- heroes and monsters become more durable because part of the damage is redirected towards their equipment.

Whenever a hero or monster suffers more than 1 Body Point of damage by a single attack, that hero or Zargon can choose to redirect the damage towards their equipment:

- A weapon lowers by 1 in Attack value / Power per damage. If a weapon receives more damage than its Attack value, it breaks and becomes useless.
- A piece of armor lowers by 1 its Block value. If a piece of armor receives more damage than its Block value, it breaks and becomes useless.
- A consumable item the character carries with him (a Potion or a Magic Scroll) gets destroyed.

This variant applies even for excess damage when a creature is killed. Whenever a hero or monster suffers more damage than what is needed to be brought at Zero Body Points, that damage is immediately taken to their equipment. This makes the looting of the dead a bit less profitable since most of the equipment gained that way will be damaged.

10) Break the lines

This variant is meant to be used only by Zargon and only when a battle becomes boring. More specifically when there are a lot of monsters in a room but only one of them fights at the door while the rest do nothing, or when there are a lot of monsters in a corridor and only the one at the front gets to fight. For breaking the monotony the monsters can cheat in a way just to force the heroes to become more involved in a fight.

- Switch positions: Similar to the move heroes can do. A monster attacks and then switches places with another monster.
- Switch to bows: Monsters at the back happen to have bows.
- Push forward: In corridors, the heroes are pushed back two spaces by the monsters. Very useful if there is a trap behind them.
- Pull inside: In front of room entrances, the hero at the forefront is pulled 2 spaces inside the room and the monsters move around him.
- Sneak under feet: Small monsters such as Goblins can pass through hero-occupied squares and attack from the back.
- Climb on shoulders: A medium-size monster such as an Orc can climb on the back of a large-size monster such as an Abomination, so it can attack the hero in front of it.

Notice: In case a hero is using the No Movement bonus variant, breaking the lines does not negate his extra action.

11) Counterattack

Here is an idea that can speed up the battles and also make them more tactical. Whenever there is a duel, both attacker and defender roll Combat dice equal to the sum of their attack and defense dice.

The attacker can keep as many skull results as the maximum number of his attack dice. The defender can keep as many shield results as the maximum number of his defense dice.

Once the damage has been calculated and the defender is still alive, he attempts to counterattack. He uses skull results from the same roll that he defended with. They can be up to the number of his attack dice. The attacker becomes the defender immediately after the attack. He uses shield results from the same roll that he attacked with. They can be up to the number of his defense dice.

This variant essentially cuts the rolling time in half, speeds up the battles, and lessens the number of useless die rolls. Shields during attack are not useless because they can be used in the defense immediately afterwards. Skulls during defense are not useless because they can be used in the counterattack immediately afterwards.

This variant also leaves room for more abilities to become part of the gameplay. Something like shield bash (an ability offered by a specific type of shield) or body slam (an ability only a warrior or a barbarian can gain) can allow the attacker to use 1 extra skull than his maximum attack dice during an attack. Something like parry (an ability offered by a specific type of weapon) or dodge (an ability only a nimble hero can gain) can allow the defender to use 1 extra shield than his maximum defense dice during a defense.

Fatigue can also become part of this variant. Whenever the defender has to defend against more than one attacker in the same enemy turn, he loses 1 die from his sum for each following attacker (-1 for the second, -2 for the third, -3 for the fourth and so on).

If there aren't enough dice to roll if a hero or a monster has way too much attack and defense dice combined:

- Use the blue dice from Frozen Horror
- Make certain dice to count as double results (4 double dice will basically be 8 results)
- Use typical 6-sided dice (1-3 is skull, 4-5 is white shield, 6 is black shield)

12) Mounted Combat

Heroes and enemies can fight on horseback (or other mounts). Although this variant does not exist in HeroQuest, there has been a board game called Battle Masters that had a lot of miniatures compatible with HeroQuest and several of them were mounted units (such as wolf-riding Orcs and horse-riding Chaos Warriors). Using such miniatures can offer mountain combat to the game.

- A mount (wolf, horse, whatever) takes up 2 squares instead of 1.
- The rider of the mount is considered being on higher ground when he attacks (see the variant on that).
- The mount can attack (by biting or kicking) when the rider takes a No Movement bonus (see the variant on that).
- When walking at least 5 squares in line while on a mount, the rider tramples over enemies that he finds in his path past those 5 squares. If the creatures fail at the Fortitude Save with a difficulty of 2 plus the Level of the Mount, they become Pinned for a turn (see the variant on that).
- When a rider is defeated, he splits in 2 units, the rider and the mount. They move separately thereafter and the rider can't climb on the mount again because it's injured.
- Mounts can be donned with armor, the price of which is double of that of normal armors.



13) Aerial Combat

Heroes and enemies can fight while flying. This is possible only if the area of the quest has very tall chambers, or lacks ceilings.

- A flying creature is basically immune to melee, diagonal, and thrust attacks, but can be attacked as normal with ranged weapons, thrown weapons, or magic.
- Flying creatures prefer to use ranged attacks and to stay away from close-range weapons.
- When a flying creature attacks in close-combat it's considered coming close enough for enemies to attack it with close-range weapons, but they still have a 50% miss chance to hit it.



VARIANT NO.21) CUSTOMIZING ATTACK TYPES

The game doesn't give the heroes any variety of extra things they can gain to become stronger. They just roll a combat die, and get skulls for hits or shields for blocks. This tends to make all battles feel the same, plus it's very easy to reach the power cap of the 6 dice. Dungeons and Dragons is based on slowly making a character stronger by giving him small buffs and extra special abilities, such as a +1 to rolls with a 20-sided die, or specific actions. HeroQuest is very limited in the things a character can do on his turn and everything is based on a 6-sided die, thus even a +1 is a huge buff. The game also 'caps' at 6 dice for attack and defense, and that number is reached rather fast. Most of the best equipment is given at the core game, leaving the expansions with mostly status-effect protectors or one-time bonuses. This tends to make the game dull for those who don't feel the gold they amass has much value beyond minor short-lived buffs. Thus I will provide you with a method that slows down the progression of the heroes' empowerment, so that it will take a lot longer to reach the power cap.

It's very easy to toy around with the odds and to slowdown the power cap if you think beyond the typical 'roll more or less dice' routine. You can offer more variety to attacks just by changing the amount of sides on a die that count as a success. Think of a typical attack as consisting of two parts. How many dice you roll and the likelihood of hitting the enemy. A normal strike would be a 1/3, meaning 1 die with 3 sides of it that hit. Now think how the odds change if you can hit on more or less sides than 3.

Sides of a die	Pips on a typical 6-sided die	Symbols on a Combat Die that designate a success or hit
0	-	None of them (This die misses regardless of the result; don't bother to roll it)
1	6	Black Shield
2	5, 6	White Shield
3	4, 5, 6	Skull (This is the default symbol of attack)
4	3, 4, 5, 6	Skull and Black Shield
5	2, 3, 4, 5, 6	Skull and White Shield
6	1, 2, 3, 4, 5, 6	All of them (This die hits regardless of the result; don't bother to roll it)

Typical attacks in the game require the Skull symbol or numbers 4, 5, or 6. Weaker than normal attacks have worse accuracy and require rarer symbols or have fewer numbers that hit the target. Similarly to that, stronger than normal attacks have better accuracy and require more common symbols or have more numbers that hit the target.

In my variant, the most typical weaker attack is the Unarmed one. Creatures that attack without holding a weapon or without having natural means to attack such as sharp fangs and claws find it a lot harder to injure someone compared to creatures that attack with a weapon. Unarmed attacks hit on a Black Shield instead of a Skull (when using a Combat Die), or hit on a 6 instead of a 4-6 (when using a typical 6-sided die).

In my variant, the most typical stronger attack is the Advantaged one. Creatures that attack from a higher ground, while riding a mount, or when they fly are on a higher ground and that gives them an advantage compared to when they are on the same height. Advantaged attacks hit on a Skull and a Black Shield instead of just a Skull (when using a Combat Die), or hit with a 3-6 instead of a 4-6 (when using a typical 6-sided die).

Automatic misses are akin to saying "roll less dice than normal" since those dice will miss regardless of the result. They are usually the result of status effects such as fear or slowness.

Automatic hits are akin to saying "roll less dice than normal and get automatic successes" since the other dice will hit regardless of the result. They are usually the result of status effects such as bravery or speed.

In this variant whenever you see something like a 4/3 it means you roll 4 dice and 3 sides hit. 3 terms to keep in mind when you want to use this variant are **Strength, Attack Value and Power**.

- Strength is simply put how strong a creature is and how many dice you roll when you attack Unarmed.
- Attack value is simply put how powerful a weapon is and up to how many dice you roll when you attack with that weapon.
- Power is how many sides of the die count as success.

The difference between fighting Unarmed using Strength, and fighting armed with a weapon that has an Attack Value
Typical humanoids suck at unarmed combat. Unless they know unarmed martial arts, they inflict Minimum Damage, which means even if they hit someone they inflict half a point of damage instead of 1. Meaning you need 2 hits for 1 Body Point of damage. Half points are disregarded. Another minus is that typical humanoids have less accuracy to their hits when fighting unarmed. Instead of the usual Skulls or 3 sides of a die, they hit on Black Shields or 1 side. Using a weapon not only increases the Combat Dice they roll, but also the sides (or Power) of the Combat Dice. A weapon also changes damage to usually something better than Minimum, so 1 hit is enough to inflict 1 Body Point of damage.

Obviously, arming a rookie with the best weapon is not enough to make him a superhuman that is able to use it properly right away. If a character's Strength does not match the weapon's Attack Value then the Power of his attacks is not 3 anymore (Skulls or Sides). It goes up or down depending on the difference. Examples:

A Barbarian with a Strength of 3 who uses a Broadsword with an Attack Value of 3: 3/3

If he uses a Shortsword with an Attack Value of 2: 2/4 (the Power went up because his Strength is higher than the Attack Value)

If he uses a Dagger with an Attack Value of 1: 1/5 (the Power went further up because his Strength is even higher than the Attack Value)

If he uses a Battle Axe with an Attack Value of 4: 4/2 (the Power went down because his Strength is lower than the Attack Value)

A Wizard with a Strength of 1 who uses a Dagger with an Attack Value of 1: 1/3

If he uses a Shortsword with an Attack Value of 2: 2/2 (the Power went down because his Strength is lower than the Attack Value)

If he uses a Broadsword with an Attack Value of 3: 3/1 (the Power went further down because his Strength is even lower than the Attack Value)

If he uses a Battle Axe with an Attack Value of 4: 4/0 (he practically can't use it)

The ability known as Close Combat Weapon Proficiency adds 1 Power to all attacks with a Close Combat weapon, so it's a way for a character to use weapons better.

Table of the Attack Dice you roll and the Power they have based on the character's Strength and the weapon's Attack Value

	Unarmed	AV1	AV2	AV3	AV4	AV5	AV6
Strength 1	1/1	1/3	2/2	3/1	-	-	-
Strength 2	2/1	1/4	2/3	3/2	4/1	-	-
Strength 3	3/1	1/5	2/4	3/3	4/2	5/1	-
Strength 4	4/1	1/6	2/5	3/4	4/3	5/2	6/1
Strength 5	5/1	1/6	2/6	3/5	4/4	5/3	6/2
Strength 6	6/1	1/6	2/6	3/6	4/5	5/4	6/3

Power is affected only in close combat weapons. Ranged weapons do not use Strength to change their Power. Their Attack Dice remain the same, but Accuracy drops the further away a target is (see Variant Rules on Mind Points) based on a character's Intelligence (Mind Points). Just like above the ability known as Ranged Combat Weapon Proficiency adds 1 point of Accuracy to all attacks with a Ranged Combat weapon, thus making it easier to shoot further away without a penalty.

Table of the Accuracy Ranged Attacks have based on the character's Intelligence and the distance in squares

	2 or 3	4	5	6	7	8	9	10	11	12	13	14	15	16
Intelligence 1-3	3	2	2	2	1	1	1	-	-	-	-	-	-	-
Intelligence 4	3	3	2	2	2	2	1	1	1	1	-	-	-	-
Intelligence 5	3	3	3	2	2	2	2	2	1	1	1	1	1	-
Intelligence 6	3	3	3	3	2	2	2	2	2	2	1	1	1	1
Intelligence 7	3	3	3	3	3	2	2	2	2	2	2	2	1	1
Intelligence 8	3	3	3	3	3	3	2	2	2	2	2	2	2	2

Throw attacks are something between close combat and ranged attack. Any close combat weapon can be thrown at the enemy if there is pressure of time. In such a case the attack has the same Attack Dice as when you attack in melee, and its Power becomes Accuracy that lessens based on distance.

Whether it's close combat or ranged combat, without a proficiency a character does not know how to use a weapon properly and thus he doesn't gain the abilities that a weapon may have (such as Pinning or Diagonal attacks).

Other types of Strikes for even more variety

Lucky Strike (LS): Reroll of a Normal Strike that missed, for a second chance to hit.

Corrosive Strike (CS): Reroll of a Normal Strike that succeeded, for a chance at an extra hit.

Undefendable Strike (US): A Normal Strike that succeeded and cannot be blocked by the opponent.

Double Strike (2S): A Normal Strike that succeeded counts as 2 hits.

Risky Strike (RS): A Normal Strike turns into 3 Feeble Strikes in case a hero wants to risk more hits with less accuracy.

Focused Strike (FS): 2 Normal Strikes turn into 1 Definite Strike in case a hero wants to have a certain hit instead of 2 possible hits.

VARIANT NO.22) CUSTOMIZING DAMAGE TYPES

In the core game all damage comes down to plain 1 Body Point of damage per hit that is not blocked during defense. This can change by applying Elemental powers to the Strike. That affects both the attack and the result of the strike.

Proposed elemental attributes for every hero and monster

Every creature has an element to which it can be stronger or weaker against (think of it like Pokemon).

- Barbarian: Ice (he’s from the north)
- Dwarf: Earth (because he likes digging)
- Elf: Nature (he lives in a forest) (he is allowed to choose the element of the magic he uses instead)
- Wizard: Since he uses any element he likes, he is allowed to be ‘element fluid’ (he still has to choose 1 element in every quest).
- Knight: Metal (all that metalwork)
- Bard: Illusion (all his abilities are messing with your brain)
- Rogue: Air (he’s a swift bugger)

- Greenskins: Darkness
- Undead: Necromancy
- Dread Warriors: Metal (all that metalwork)
- Gargoyles: Earth (he’s made of stone)
- Ice Gremlins, Polar Warbears: Ice (it’s in the name)
- Elves: Nature
- Wolf: Beast (well, duh)
- Ogre: Earth (he lives underground)
- Yeti: Ice (you only encounter it at frozen areas)

Table of elemental attributes

	Air	Earth	Fire	Ice	Light	Darkness	Nature	Beast	Spirit	Necromancy	Metal	Illusion	Time	Displacement	Gravity
Air															
Earth															
Fire															
Ice															
Light															
Darkness															
Nature															
Beast															
Spirit															
Necromancy															
Metal															
Illusion															
Time															
Displacement															
Gravity															

Green: stronger against. Red: weaker against. Yellow: mutually stronger and weaker against each other.

1) Physical damage: During combat, whenever a creature is attacked by a creature with an element it has weakness against, then each point of damage increases by half. Meaning, 2 Body Points of Damage will count as 3, 4 points will count as 6, and so on. Half points are always ignored (meaning 1 Body Point of Damage is still 1, 3 points are 4, and so on).

2) Magic or Energy damage: Whenever elemental magic or energy of a certain type is applied to an attack:

- An Air Strike will force the defender to perform a Fortitude Save, even if he blocks the attack. If he fails, then he is moved 1 square in any direction the attacker wants, and suffers the terrain effects of that square.
- An Earth Strike will force the defender to perform a Fortitude Save, even if he blocks the attack (the save happens before damage is applied). If he fails, then he turns to stone, until he can revert to normal in a later turn by succeeding in the Fortitude Save. While petrified, a creature can't move or attack, and can only defend with Superior Block applied in all his Defense Dice. If his Vitality is reduced to zero because of damage, then he remains forever petrified.
- A Fire Strike will force the defender to perform a Fortitude Save, even if he blocks the attack. If he fails, he is set ablaze and suffers 1 Body Point of Fire Damage.
- An Ice Strike will force the defender to perform a Fortitude Save, even if he blocks the attack (the save happens before damage is applied). If he fails, then he freezes, until he can revert to normal in a later turn by succeeding in the Fortitude Save. While frozen, a creature can't move or attack, and can only defend with Superior Block applied in all his Defense Dice. If his Vitality is reduced to zero because of damage, then he remains forever frozen.
- A Light Strike will force the defender to perform a Fortitude Save, even if he blocks the attack. If he fails, he is dazed. His Attack and Defense dice halve, until he can revert to normal in a later turn by succeeding in the Fortitude Save.
- A Dark Strike will force the defender to perform a Will Save, even if he blocks the attack. If he fails, he is terrified. He can't attack, until he can revert to normal in a later turn by succeeding in the Will Save.
- A Nature Strike will force the defender to perform a Fortitude Save, even if he blocks the attack. If he fails, he feels sick. He can't defend, until he can revert to normal in a later turn by succeeding in the Fortitude Save.
- A Bestial Strike will force the defender to perform a Will Save, even if he blocks the attack. If he fails, he is terrified. He can't attack, until he can revert to normal in a later turn by succeeding in the Will Save.
- A Spiritual Strike will force the defender to perform a Will Save, even if he blocks the attack (the save happens before damage is applied). If he fails, he loses 1 Mind Point, plus as many Mind Points as it lost Body Points.
- A Necromantic Strike will force the defender who got damaged by the attack to perform a Will Save. If he fails, the attacker gains 1 Body Point.
- An Alchemical Strike will force the defender to perform a Fortitude Save, even if he blocks the attack. If he fails, one of his weapons loses 3 Power, or one of his pieces of armor loses 3 Block.
- An Illusory Strike will force the defender to perform a Will Save, even if he blocks the attack. If he fails, he is confused. His attacks have a 50% chance to change targets, until he can revert to normal in a later turn by succeeding in the Fortitude Save.
- A Temporal Strike will force the defender to perform a Will Save, even if he blocks the attack. If he fails, he becomes unlucky. His attacks all become Unlucky Strikes, and his defends all become Unlucky Blocks, until he can revert to normal in a later turn by succeeding in the Fortitude Save.
- A Displacement Strike will force the defender to perform a Will Save, even if he blocks the attack. If he fails, he switches places with any other visible to the attacker creature.
- A Gravitational Strike will force the defender to perform a Fortitude Save, even if he blocks the attack. If he fails, he becomes Pinned until he succeeds in a following Fortitude Save.

A creature that is weak against the element of the attacker will have -4 to all Checks.

A creature that is strong against the element of the attacker will have +4 to all Checks.

3) Damage Type: Depending on the type of damage a weapon does, it can be:

- Bludgeoning, usually caused by staves and hammers.
- Slashing, usually caused by blades. Monsters made of stone halve the damage (rounded down) of slashing weapons.
- Piercing, usually caused by weapons with thrust and by the projectiles of long-ranged weapons. Undead and monsters made of stone halve the damage (rounded down) of piercing weapons.
- Minimum, usually caused by simple fists or plain wooden weapons. Each hit is always causing half a point of damage (meaning it's always halved, regardless of the type of target you attack).

Variant No.23) Customizing Defense Types

Following the same logic as that of Attack types previously, instead of sticking to the typical ‘roll more or less dice’ routine, you can offer more variety to defenses just by changing the amount of sides on a die that count as a block. The only difference is what counts as the default block, since it’s different than that of attacks.

Sides of a die	Pips on a typical 6-sided die	Symbols on a Combat Die that designate a success or hit
0	-	None of them (This die blocks regardless of the result; don’t bother to roll it)
1	6	Black Shield (This is the default symbol of defense for monsters)
2	5, 6	White Shield (This is the default symbol of defense for heroes)
3	4, 5, 6	White Shield and Black Shield
4	3, 4, 5, 6	Skull and Black Shield
5	2, 3, 4, 5, 6	Skull and White Shield
6	1, 2, 3, 4, 5, 6	All of them (This die blocks regardless of the result; don’t bother to roll it)

Typical heroic defenses in the game require the White Shield symbol (numbers 5, or 6) while monster defenses require the Black Shield symbol (number 6). In my variant, this is excused as the monsters having no armor or poor quality armor, while the heroes are better equipped. Thus monster defenses count as Unarmored defenses while heroic defenses count as basic Armored. They can improve further by blocking attacks easier (having more than 2 sides on the die that blocks). This is often achieved with the armors being made of better materials, or are composed of many smaller pieces for better maneuverability.

Automatic failures are akin to saying “roll less dice than normal” since those dice will fail regardless of the result. They are usually the result of status effects such as fear or slowness.

Automatic blocks are akin to saying “roll less dice than normal and get blocks in some of them” since the other dice will block regardless of the result. They are usually the result of status effects such as bravery or speed.

In this variant whenever you see something like a 4/3 it means you roll 4 dice and 3 sides block. 3 terms to keep in mind when you want to use this variant are **Toughness, Defense Value and Block**.

- Toughness is simply put how durable a creature is and how many dice you roll when you defend Unarmored.
- Defense value is simply put how powerful a piece of armor is and up to how many dice you roll when you defend with that piece of armor.
- Block is how many sides of the die count as success.

The difference between defending Unarmored using Toughness and defending Armored with a piece of armor that has a Defense Value

Unless they have natural armor (hard skin or fur) typical creatures block only on a Black Shield or 1 side of a die. The simplest armor can change that to a White Shield or 2 sides of a die. Also, certain types of armors halve damage by, or offer immunity to, certain types of weapons and elemental magic.

Donning the best armor to a rookie is not enough to make him a living tank, since he is not able to use it properly right away. The lower the Defense Value is compared to his Toughness, the higher his Block becomes. Examples:

- A Barbarian with a Toughness of 3 who is Unarmored rolls these for defense: 3/1
- If he wears a Bronze Chainmail with a Defense Value of 3: 3/2 (the Block went up because he has Armor that is of equal value as his Toughness)
- If he wears a Leather Jacket with a Defense Value of 2: 2/3 (he rolls less Defense Dice because the Armor is of lesser value than his Toughness, and the Block went up for the same reason)
- If he wears a Hide Jacket with a Defense Value of 1: 1/4 (he rolls even less Defense Dice because the Armor is of even lesser value than his Toughness, and the Block went further up for the same reason)

Learning abilities such as Armor Proficiency increases Block by 1 whenever you wear armor and also allows you to use the special Damage Reduction abilities of armors of equal or lesser value as your Armor Proficiency.

What happens when a hero wears armor that is of higher Defense Value than his Toughness? The answer is nothing. Such armors provide him with no extra benefits other than a basic +1 Block until he becomes proficient with the armor.

Unlike weapons, a creature can use more than one piece of armor at the same time. Meaning, as opposed to just holding a sword, armor can be a helmet and a mail and a shield and several other accessories like rings and belts. What happens when a hero wears 2 or more different types of armor (such as a shield and a helmet and a chainmail)? The armor with the highest Defense Value is used. The other armors are used for their abilities, if they have any, and only if the hero is proficient with them. If the players use the Equipment Damage variant, extra pieces of armor also count as extra Body Points whenever a hero receives 2 or more Body Points of Damage.

Table of the Defense Dice you roll and the Block they have based on the character’s Toughness and the armor’s Defense Value

	Unarmored	DV1	DV2	DV3	DV4	DV5	DV6
Toughness 1	1/1	1/2	1/2	1/2	1/2	1/2	1/2
Toughness 2	2/1	1/3	2/2	2/2	2/2	2/2	2/2
Toughness 3	3/1	1/4	2/3	3/2	3/2	3/2	3/2
Toughness 4	4/1	1/5	2/4	3/3	4/2	4/2	4/2
Toughness 5	5/1	1/6	2/5	3/4	4/3	5/2	5/2
Toughness 6	6/1	1/6	2/6	3/5	4/4	5/3	6/2

Other types of Blocks for even more variety

- Lucky Block (LB):** Reroll of a Normal Block that failed, for a second chance to succeed.
- Cascade Block (CB):** Reroll of a Normal Block that succeeded, for a chance at an extra success.
- Double Block (2B):** A Normal Block that succeeded counts as 2 successes.
- Risky Block (RS):** Any Block besides a Feeble one, turns into Feeble Blocks, equal in number as the sides of the original Block, in case a hero wants to risk more successes with less accuracy.
- Focused Block (FS):** Any number of Blocks with a total of 6 sides turn into 1 Definite Block in case a hero wants to have a certain success instead of several possible successes.

Variant No.24) Breaking Down The Statistics

The following homebrew is about creating heroes from scratch as well as tempering with the core characteristics of each basic hero.

Notice: Strength and Toughness are analyzed in the previous pages.

Strength: The number remains the same as in the core game. The Wizard and heavy on magic spellcasters, as well as the Rogue and any stealth-based character, are treated as physically weak. They roll only 1 Attack Die. The Barbarian is the only one who is treated as physically strong and rolls 3 Attack Dice. Everyone starts with a weapon that has the same Attack value as their Strength, so the player won't have to tire his mind right from the start by remembering Power bonuses.

If you break down the logic of the game for determining how much Strength a creature has, it goes something like this:

Str1: Anyone who is physically weak. This includes average humanoids, and anything weaker than them such as small animals.

Str2: Anyone who is physically fit, such as your average adventurer and soldier.

Str3: Anyone who is physically fit on top of being born with a muscular body (aka the Barbarian).

Str4: Creatures with basic magic boost (almost always by the forces of Chaos) or much larger than a typical humanoid.

Str5: Creatures with powerful magic boost, or with huge bodies.

Str6: Creatures with mythic powers, or with gigantic bodies.

Toughness: In the core game, the Knight is the only hero with 3 Defense Dice, and everyone else has 2 Defense Dice. There is not much variety here, so I propose 2 radical changes.

- The Wizard and heavy on magic spellcasters should have a Toughness of 1 instead of 2. Although that makes them even easier to die than before, I offset it by giving them more spells per category (from 3 to 5) as well as the option to wear armor they usually wouldn't be able to, with the off-set being a chance for their spells to fail working (see Spell Failure).

- The Barbarian should have a Toughness of 3 instead of a 2, to match his physique. Although he becomes even harder to die that way, he starts without proper armor (he is half-naked if you noticed), so he defends only on a black shield, until he gets better gear.

If you break down the logic of the game for determining how much Toughness a creature has, it goes something like this:

T1: Anyone who is physically weak. This includes average humans, elves, and dwarves.

T2: Anyone who is physically fit.

T3: Anyone who is physically fit on top of being born with a muscular body (aka the Barbarian).

T4: Creatures with basic magic protection (almost always by the forces of Chaos) or with hard skin

T5: Creatures with powerful magic protection, or with large and powerful bodies

T6: Creatures with mythic powers

Vitality: This is a different way to say Body Points. I like that word more, but other than that it's the same thing. I like the different point allocation everyone has with the only exception being the Barbarian. 8 points is just way too much and I would rather have them be 7. The most obvious reason for why the monsters have few Body Points is because they outnumber the heroes. Plus the players must feel nice when they defeat hordes of enemies instead of struggling with every tiny Goblin they come across. The explanation comes down to having a power fantasy when playing the game. If you want a more reasonable explanation, it's because the monsters the heroes face in most of the campaigns are less equipped and less experienced in battle. It's the prime reason it takes a super boss like the Witch Lord to have the same Body Points and Mind Points as the starter Wizard. The heroes are just THAT much stronger and better equipped.

If you break down the logic of the game for determining how many Body Points a creature will have, it goes something like this:

- Any typical creature has only 1 Body point. This includes average humans, elves, and dwarves.

- Large creatures get an extra point because of their mass (aka the Abomination)

- Hard-skinned creatures and creatures with heavy armor get an extra point (aka the Mummy and basic soldiers or mercenaries)

- Large and hard-skinned or with heavy armor creatures get 2 extra points (aka the Gargoyle)

- Creatures with basic magic protection (almost always by the forces of Chaos) get 2 extra points (aka the Dread Warrior)

- Large creatures with basic magic protection get 3 extra points (aka the Ogre)

- Powerful magic protection allows at least 4 Body Points (aka the standard Wizard and the Witch Lord)

- Powerful physical prowess allows at least 5 Body Points (aka any hero with 5 Body Points or the Wolf)

- Powerful physical prowess and a large body allows at least 6 Body Points (aka the Polar Warbear and the Frozen Horror)

- Being a Dwarf with powerful physical prowess allows at least 6 Body Points (it's a racial trait)

- Powerful magic protection combined with powerful physical prowess allows at least 6 Body Points (aka several powerful spellcasters)

- Being a Barbarian with powerful physical prowess allows at least 8 Body Points (it's a racial trait). I find that to be too much of a boost, especially because there is no other creature with 7 points, so in my variant I will lower it to 7.

Intelligence: This is a different way to say Mind Points. I like that word more, but other than that it's the same thing. Although I have no issues with the point allocation of the core rules, this is by far the most problematic statistic since the logic of the core game was just to give a hero as many Mind Points as it takes so he can have a total of 10 points of Body Points and Mind points combined. It's a very silly rule, since on one hand it makes it seem the tougher a hero is, the dumber he becomes, and vice versa. On the other hand, Mind Points are nowhere near as useful as Body Points. One of the prime reasons most veterans dislike the Wizard is because he dies easily and his super high Intelligence does not help him out.

Two major changes have to be made in order to fix this major issue. First, creating a hero must not be locked to the pool of 10 points of Body Points and Mind points combined. These two statistics are not related to each other and they are not even equal in terms of gameplay. Second, Mind Points need to be given a lot more importance right from the start. I have proposed a handful ways in a previous topic which I think they help ones' Intelligence to be about as important as his Vitality.

If you break down the logic of the game for determining how many Mind Points a creature will have, it goes something like this:

Int1: Animals and dumb monsters (aka the Wolf and the Goblin)

Int2: Average creatures with no real education

Int3: Creatures with basic education

Int4: Creatures with high education

Int5: Educated creatures that are cunning and street-wise

Int6: Super smart creatures

Int7: Genius level creatures

Int8+: Super genius level creatures

Speed: This is a different way to say Movement. I like that word more, but other than that it's the same thing. I have no issues with the point allocation of the core rules when it comes to monsters. The heroic side on the other hand is whatever, since they all roll 2 dice. Nobody is faster or slower depending on his race or class, which is weird. I always saw Dwarves to be a bit slower than a Human, and Elves to be faster than a Human. Since in my variant the Speed of someone is fixed like that of the monsters, it's a lot easier to change this statistic as you like. A very simple change would be to give short and bulky characters like Dwarves, and physically weak classes like the Wizard a -2 to Speed. Physically fit and combat-focused characters on the other hand can easily get a +2 to speed.

VARIANT NO.25) TRAINING AND MILITARY RANKS

This variant allows the heroes to keep improving, not by rolling more dice, but by giving the heroes support units in battle and by forcing their enemies to have less Power and Block thanks to their experience in warfare. The method is rather simple. All creatures have military ranks which work as buffs for allies of lesser rank and debuffs when fighting enemies of lesser ranks. There are 7 ranks in total and a hero accesses the next rank by gaining enough experience in battle. The ranks are:

1) Rookie: Any commoner or typical monster.

2) Novice: Soldiers and mercenaries with some combat experience, which provides them with extra Strength, Toughness, and Vitality.

3) Veteran: The rank all heroes begin with, which provides them with all the benefits of the starting statistics of any class.

4) Elite:

- Level 1 Support Unit: Soldiers can hire a mercenary.
- Level 1 Support Unit: Spellcasters can have an animal Familiar that doesn't fight.
- Level 1 Ability Mastery: They can know up to 2 abilities from other classes. They can equip 1 more ability in every quest.
- Level 1 Mount: They can have a mount that doesn't fight.
- Level 1 Buff: They can buff Rookie allies (+3 sides).
- Level 1 Debuff: They can debuff Rookie enemies (-3 sides).

5) Legend:

- Level 2 Support Unit: Soldiers can hire 3 mercenaries or 1 sergeant (Veteran).
- Level 2 Support Unit: Spellcasters can have 3 animal Familiars or 1 beast companion that can fight.
- Level 2 Ability Mastery: They can know up to 4 abilities from other classes. They can equip 3 more abilities in every quest.
- Level 2 Mount: They can go to quests with a war mount or a beast that fights.
- Level 2 Buff: They can buff Rookie allies (+6 sides) and Novice allies (+3 sides).
- Level 2 Debuff: They can debuff Rookie enemies (-6 sides) and Novice enemies (-3 sides).

6) Myth:

- Level 3 Support Unit: Soldiers can hire 3 mounted mercenaries, 3 sergeants, or 1 general (Elite).
- Level 3 Support Unit: Spellcasters can have 3 beast companions or 1 flying beast companion that can fight.
- Level 3 Ability Mastery: They can know up to 6 abilities from other classes. They can equip 5 more abilities in every quest.
- Level 3 Mount: They can go to quests with a flying war mount or a magical war mount that fights.
- Level 3 Buff: They can buff Rookie allies (+9 sides), Novice allies (+6 sides) and Veteran allies (+3 sides).
- Level 3 Debuff: They can debuff Rookie enemies (-9 sides), Novice enemies (-6 sides) and Veteran enemies (-3 sides).





7) Godling:

- Level 4 Support Unit: Soldiers can hire 3 flying combat units, 3 mounted sergeants, or 3 generals.
- Level 4 Support Unit: Spellcasters can have 3 flying beast companions or 1 large magical beast companion that can cast spells.
- Level 4 Ability Mastery: They can know up to 8 abilities from other classes. They can equip 7 more abilities in every quest.
- Level 4 Mount: They can go to quests with a magical flying war mount that fights, or with a huge war mount that can carry up to 4 heroes at the same time (see the Artillery ability for monsters).
- Level 4 Buff: They can buff Rookie allies (+12 sides), Novice allies (+9 sides), Veteran allies (+6 sides) and Elite allies (+3 sides).
- Level 4 Debuff: They can debuff Rookie enemies (-12 sides), Novice enemies (-9 sides), Veteran enemies (-6 sides) and Elite enemies (-3 sides).

The heroes gain a new military rank when they complete a campaign (such as the core quests or an expansion). Each of the benefits the military ranks provide are gained or upgraded with Experience Points or Gold at the Fortress.

VARIANT NO.26) SUPPORT UNITS

Mercenaries are already part of the core game. A hero can hire them to assist him in battles for a fee.

		Movement	Attack Dice	Defense Dice	Body Points	Mind Points	Cost To Hire
	Crossbowman	6	3(2)	3	2	2	75 Gold
The Crossbowman wields a crossbow. When adjacent to a foe, the Crossbowman attacks with a shortsword.							
	Halberdier	6	3	3	2	2	75 Gold
The Halberdier wields a halberd that allows him to attack diagonally.							
	Scout	9	2	3	2	2	50 Gold
The Scout has the Dwarf's ability to detect and disarm traps.							
	Swordsman	5	4	4	2	2	100 Gold

Familiars are small animals that don't fight but can do simple actions to assist a hero.

- A mouse can crawl under a door and spy ahead to inform the hero what lies ahead.
- A bunny can lure a monster away or towards the heroes, so they can attack it while it's unsuspected (they act twice).
- A monkey can pick up and transfer a small items to a hero.
- A parrot can memorize small messages and fly to repeat them to other allies on a different part of the dungeon.
- A cat can be enchanted with a rune that lets a spellcaster to use a certain spell twice on a quest.
- A dog can sniff the area for traps, giving you a +2 on searches for traps.
- A snake can bite a living monster, making it have Weakened Strikes.

For balancing issues, the familiars can do these actions only 3 times per quest (they are too stupid or get easily scared).

- Beast companions can perform simple actions and fight, without having limited uses per quest. The standard Beast companion should have statistics similar to a Wolf (the enemy monster).

- Mounts are basically any animal the hero can ride. It can be something as mundane as a horse, or it can be something more exotic, such as his pet wolf or tiger. The standard mount should have statistics similar to a Wolf (the enemy monster).

- Flying mounts are basically mounts that fly, such as a Gryphon.

- Magical flying mounts are like flying mounts and they can cast spells of their own. Consider options like a Pegasus or a small Dragon.

ADDED FEATURE NO.1 2) EXPERIENCE POINTS

If you are used to leveling up by gaining experience points, you can use this method for gaining points from every battle and challenge, which can then be exchanged at the Fortress for more abilities. Keep track of your experience point total on a paper as you go through every mission. Defeating a monster give the heroes experience points equal to the level of the monster.

- The experience reward doubles for every team of monsters that is bigger by 2 members. Meaning you get double the experience if you fight a team of 3 monsters, triple if the team has 5 monsters, quadruple if the team has 7 monsters, and so on.
- Buffed monsters (those with extra statistics or equipment) increase their experience reward according to their Prowess incensement (every 200 points of Prowess increase the Level of an enemy by 1).
- The experience points are shared among the heroes after the battle is over. Meaning, 4 heroes get 1 point each if they contributed in the defeat of an Abomination. If a hero did more in the battle, he deserves a bigger portion of the experience. If a hero did not contribute, either because he did nothing or because the fight was over before he could act, he gains no experience.

Variant No.27) REBALANCING THE CLASSES

Before I proceed to how I calculate the heroic statistics in my variants, I need to go off on a tangent regarding the Wizard. The original creators messed up in his statistics (proven with facts and logic)

I was calculating a ratio between Body Points and abilities or magic for when you want to create a new hero from scratch. I had the Barbarian in mind, which most veteran heroes consider boring to play with. He has no abilities and once the other heroes buy better weapons he doesn't even feel like he's the strongest. Many give him abilities in order to spice him up, but that comes at the cost of making him imbalanced compared to the rest.

So I did a few simple calculations for figuring the cost of adding an ability by staying close to the canon statistics and this is what I came up with.

If we take the Dwarf and compare him to the Barbarian, he has 1 less Body Point, 1 less Attack Die, 1 more Mind Point and 1 ability (trap disarming) that can be used indefinitely. This gives you the initial hint. **1 ability and 1 Mind Point equal 1 Attack Die and 1 Body Point.**

Let's move to the Elf. 2 less Body Points, 1 less Attack Die, 2 more Mind Points and 1 category of spells. **1 category of spells and 2 Mind Points equal 1 Attack Die and 2 Body Points.**

Now the Wizard. 4 less Body Points, 2 less Attack Dice, 4 more Mind Points and 3 categories of spells. If we were to use the Elf ratio, the Wizard should have triple the amount, aka 3 categories of spells and 6 more Mind Points (instead of 4) for 3 less Attack Dice and 6 less Body Points (instead of 4). But since the standard Wizard does not have 2 Body Points, Zero Attack Dice, and 8 Mind Points, we reach to the conclusion that **1 Mind Point has to equal 1 Attack Die and 1 Body Point.** Aka, if you lower his Mind Points by 2, you can increase both his Body Points and Attack Dice by 2. WHICH DOESN'T ADD UP SINCE THE WIZARD HAS 1 ATTACK DIE.

Also the ratio is completely off compared to the Dwarf (1 ability and 1 Mind Point equal 1 Attack Die and 1 Body Point). How come Mind Points are so important now? And don't get me started on the armor and weapon restrictions. Not only he was cheated 1 Attack die, he is also not allowed to empower himself like the others.

This is why most find the Wizard to be weak and why math proves he got cheated in the statistics. The Wizard needed to have 2 abilities he could use indefinitely (by fabricating the ratio of 1 ability being worth 1 Attack Die or Equipment restrictions), or perhaps 1 extra Body Point (for a total of 5) (by fabricating the ratio of 1 Body Point being worth 1 Attack Die and Equipment restrictions).

With that out of the way, let's move to my variants. Classes are what give the heroes their initial boost in certain statistics, as well as at least 1 Ability of your choice to use during the duration of a Quest. A hero knows all 8 of his class abilities, but can use only some of them in battle. You can change those abilities between quests. You can add more abilities or even learn abilities of other classes, once a hero has gained a higher military rank.

After all the changes I made so far, let's see how the heroes look like in this variant.

Base Statistics

Human: Str1, T1, Vit1, Int2, Speed 8

Proposed Racial Trait changes

Dwarf: +1 Vitality, +1 Intelligence, -2 Speed

Elf: +2 Intelligence, +2 Speed

In order to offset the clear advantage these races have over the Humans, the Humans are allowed to start with 3 Abilities instead of 1.

Civil Orcs are like Humans.

Proposed Class Trait changes

Barbarian: +2 Strength, +2 Toughness, +6 Vitality, -1 Intelligence, +2 Speed

Ranger: +1 Strength, +1 Toughness, +5 Vitality, +4 Speed

Sorcerer: +1 Strength, +1 Toughness, +5 Vitality, Spells of any 1 category

Wizard: +3 Vitality, +4 Intelligence, -2 Speed, Spells of any 3 categories

Knight: +1 Strength, +2 Toughness, +5 Vitality, +1 Intelligence

Bard: +1 Strength, +1 Toughness, +4 Vitality, +2 Intelligence, +2 Speed

Rogue: +1 Toughness, +4 Vitality, +1 Intelligence, +4 Speed, Starts with 3 Abilities

Barbarian

Strength / Attack Dice: 3 (No change. Typical humanoids have 1, he got 2 more from his Class.)

Toughness / Defense Dice: 3 (They were 2 in the core game. Typical humanoids have 1, he got 2 more from his Class. He wears no armor, so he blocks only on a black shield.)

Vitality / Body Points: 7 (They were 8 in the core game. Typical humanoids have 1, he got 6 more from his Class.)

Intelligence / Mind Points: 1 (They were 2 in the core game. Typical humanoids have 2, but because he is a Barbarian he is stupid.)

Speed / Movement: 10 (They were 2 6-sided dice in the core game. Typical humanoids have 8, he got 2 more from his Class.)

Starting Weapon: Highlander Broadsword (3/3) (It became racial specific so that he won't suffer any Movement Penalty.)

Starting Armor: None (3/1) (It's why he blocks only on a black shield, like the monsters do.)

Starting Gear: Dry Meat used for healing (2 Body Points) (This is a new addition)

Race: Highlander Human (This is a new addition. It allows him to have 3 Abilities instead of 1.)

Class: Barbarian (No change)

Abilities: Awareness (from the general pool. Required so he can know more than 1 ability, since his Intelligence is only 1.), Battle Frenzy (class ability), Treasure Hunting (from the general pool)

Element: Ice (This is a new addition)

Dwarf

Strength / Attack Dice: 2 (No change. Typical humanoids have 1, he got 1 more from his Class.)

Toughness / Defense Dice: 2 (No change. Typical humanoids have 1, he got 1 more from his Class.)

Vitality / Body Points: 7 (No change. Typical humanoids have 1, he got 1 more from his Race and 5 more from his Class.)

Intelligence / Mind Points: 3 (No change. Typical humanoids have 2, he got 1 more from his Race.)

Speed / Movement: 10 (They were 2 6-sided dice in the core game. Typical humanoids have 8, he got 2 less because of his Race and 4 more from his Class.)

Starting Weapon: Dwarven Hand Axe (2/3) (It was a Shortsword in the core game. It became racial specific so that he won't suffer any Movement Penalty.)

Starting Armor: Dwarven Iron Greaves (This is a new addition)

Starting Gear: Potion of Bravery (This is a new addition)

Race: Mountain Dwarf (No change)

Class: Ranger (This is a new addition)

Ability: Cautiousness (class ability)

Element: Earth (This is a new addition)

Elf

Strength / Attack Dice: 2 (No change. Typical humanoids have 1, he got 1 more from his Class.)

Toughness / Defense Dice: 2 (No change. Typical humanoids have 1, he got 1 more from his Class.)

Vitality / Body Points: 6 (No change. Typical humanoids have 1, he got 5 more from his Class.)

Intelligence / Mind Points: 4 (No change. Typical humanoids have 2, he got 2 more from his Race.)

Speed / Movement: 12 (They were 2 6-sided dice in the core game. Typical humanoids have 8, he got 4 more from his Race.)

Starting Weapon: Elven Shortsword (It became racial specific so that he won't suffer any Movement Penalty.)

Starting Armor: Elven Leather Gloves (This is a new addition)

Starting Gear: Potion of Speed (This is a new addition)

Race: High Elf (No change)

Class: Sorcerer (This is a new addition)

Ability: Keen Eye (class ability)

Element: Nature or the element of the category of magic he uses (This is a new addition)

Wizard

Strength / Attack Dice: 1 (No change)

Toughness / Defense Dice: 1 (They were 2 in the core game. His class does not give him any more.)

Vitality / Body Points: 4 (No change. Typical humanoids have 1, he got 3 more from his Class.)

Intelligence / Mind Points: 6 (No change. Typical humanoids have 2, he got 4 more from his Class.)

Speed / Movement: 6 (They were 2 6-sided dice in the core game. Typical humanoids have 8, he got 2 less because of his Class.)

Starting Weapon: Lowlander Cane (It was a Dagger in the core game.)

Starting Armor: Lowlander Cloth Wizard's Hat (This is a new addition)

Starting Gear: Magic Scroll of Focus (This is a new addition)

Race: Lowlander Human (This is a new addition. It allows him to have 3 Abilities instead of 1.)

Class: Wizard (No change)

Abilities: Magic Detection (class ability), Concentration (class ability), Stealth (general pool)

Element: Any one of the 3 categories of magic he uses (This is a new addition)

Knight

Strength / Attack Dice: 2 (No change. Typical humanoids have 1, he got 1 more from his Class.)

Toughness / Defense Dice: 3 (No change. Typical humanoids have 1, he got 2 more from his Class.)

Vitality / Body Points: 6 (They were 7 in the core game. Typical humanoids have 1, he got 5 more from his Class.)

Intelligence / Mind Points: 3 (No change. Typical humanoids have 2, he got 1 more from his Class.)

Speed / Movement: 8 (They were 2 6-sided dice in the core game.)

Starting Weapon: Lowlander Shortsword (It became racial specific so that he won't suffer any Movement Penalty.)

Starting Armor: Lowlander Bronze Shield (This is a new addition)

Starting Gear: Potion of Protection (This is a new addition)

Race: Lowlander Human (This is a new addition. It allows him to have 3 Abilities instead of 1.)

Class: Knight (No change)

Abilities: Stalwart (class ability), Human Shield (class ability), Taunt (class ability)

Element: Metal (This is a new addition)

Bard

Strength / Attack Dice: 2 (No change. Typical humanoids have 1, he got 1 more from his Class.)

Toughness / Defense Dice: 2 (Typical humanoids have 1, he got 1 more from his Class. Because of his starting armor, the Bard blocks only on Black Shields.)

Vitality / Body Points: 5 (They were 4 in the core game. Typical humanoids have 1, he got 4 more from his Class.)

Intelligence / Mind Points: 4 (They were 6 in the core game. Typical humanoids have 2, he got 2 more from his Class.)

Speed / Movement: 10 (They were 2 6-sided dice in the core game. Typical humanoids have 8, he got 2 more from of his Class.)

Starting Weapon: Lowlander Rapier (It became racial specific so that he won't suffer any Movement Penalty.)

Starting Armor: Lowlander Iron Medallion (This is a new addition. The Bard blocks only on Black Shields.)

Starting Gear: Scroll of Might (This is a new addition)

Race: Civil Orc (No change. It allows him to have 3 Abilities instead of 1.)

Class: Bard (No change)

Abilities: Encouragement (class ability), Morale Boost (class ability), Soothe (class ability)

Element: Illusion (This is a new addition)

Rogue

Strength / Attack Dice: 1 (No change.)

Toughness / Defense Dice: 2 (No change. Typical humanoids have 1, he got 1 more from his Class.)

Vitality / Body Points: 5 (No change. Typical humanoids have 1, he got 4 more from his Class.)

Intelligence / Mind Points: 5 (They were 4 in the core game. Typical humanoids have 2, he got 2 more from his Race and 1 more from his Class.)

Speed / Movement: 16 (They were 2 6-sided dice in the core game. Typical humanoids have 8, he got 4 more from his Race and 4 more from his Class.)

Starting Weapon: Elven Throwing Daggers (It became racial specific so that he won't suffer any Movement Penalty.)

Starting Armor: Elven Leather Gloves (This is a new addition)

Starting Gear: Potion of Might (This is a new addition)

Race: Forest Elf (No change)

Class: Rogue (No change. It allows him to have 3 Abilities instead of 1.)

Ability: Combat Mobility (class ability), Flanking (class ability), Combat support (class ability)

Element: Air (This is a new addition)

There is no point in rebalancing the Warlock and the Druid. They are essentially Spellcasters who use Darkness and Nature spells, respectively. Their abilities are fairly typical spells of those elements, so I will make spells based on that and be done with it.

New classes I made up

Fighter

Strength / Attack Dice: +1

Toughness / Defense Dice: +1

Vitality / Body Points: +6 (Don't forget to apply Race and Class modifiers.)

Intelligence / Mind Points: +1 (Don't forget to apply Race and Class modifiers.)

Speed / Movement: +4 (Don't forget to apply Race and Class modifiers.)

Starting Weapon: Shortsword (Don't forget to make it racial specific)

Starting Armor: Leather Shield (Don't forget to make it racial specific)

Starting Gear: Potion of Bravery (This is a new addition)

Race: Up to the Player

Class: Fighter

Ability: Double Strike (class ability)

Element: Fire

Archer

Strength / Attack Dice: +1

Toughness / Defense Dice: +1

Vitality / Body Points: +4 (Don't forget to apply Race and Class modifiers.)

Intelligence / Mind Points: +1 (Don't forget to apply Race and Class modifiers.)

Speed / Movement: +0 (Don't forget to apply Race and Class modifiers.)

Starting Weapon: Shortbow and Dagger (Don't forget to make it racial specific)

Starting Armor: Iron Greaves (Don't forget to make it racial specific)

Starting Gear: Potion of Might (This is a new addition)

Race: Up to the Player

Class: Archer

Ability: Ranged combat weapon proficiency (class ability)

Element: Beast

Martial Artist

Strength / Attack Dice: +1

Toughness / Defense Dice: +1

Vitality / Body Points: +6 (Don't forget to apply Race and Class modifiers.)

Intelligence / Mind Points: +1 (Don't forget to apply Race and Class modifiers.)

Speed / Movement: +4 (Don't forget to apply Race and Class modifiers.)

Starting Weapon: Spiked knuckles (Don't forget to make it racial specific)

Starting Armor: Bronze Couter (Don't forget to make it racial specific)

Starting Gear: Potion of Bravery (This is a new addition)

Race: Up to the Player

Class: Fighter

Ability: Double Strike (class ability)

Element: Gravity

VARIANT NO.28) ABILITIES

Abilities are special actions that only the one who has learned them can perform.

- Every hero knows all the abilities of his Class but can use a certain amount of them based on his Military Rank.
- Every hero can learn abilities of other classes, but they cannot exceed in number his Intelligence / Mind Points.
- Every active ability during a Quest increases a hero's Prowess by 100 points.

Barbarian Abilities

Battle Frenzy: When you get injured during a battle, you can activate this ability, which will last for 1 round. Activating it again in the same battle will require another injury, and will also lower your Intelligence by 1 point. While activated, you get 1 Power in Attacks, but you also lose 1 Block from Defends. You cannot gain more Power than you have Blocks, and any Power above 6 has no effect (since a Combat Die has 6 sides).

Smash: Lose 2 Attack Dice while Armed, or 3 Attack Dice while Unarmed, and gain a Definite Strike (you hit without rolling an Attack Die). Using this ability again in the same battle will lower your Intelligence by 1 point.

Counterattack: During Zargon's turn, after an enemy adjacent to you has performed any action other than moving, attack him. Using this ability again in the same battle will lower your Intelligence by 1 point.

Arm Wring: Before rolling for an attack, Black Shields count as hits. If you hit someone with that attack, instead of damaged he optionally becomes Pinned until his next turn. Using this ability again in the same battle will lower your Intelligence by 1 point.

Grapple: Before rolling for defense against an enemy attack, Black Shields count as Blocks. If you manage to Block the Attack, optionally the attacker becomes Pinned until his next turn. Using this ability again in the same battle will lower your Intelligence by 1 point.

Mighty Constitution: +4 to Fortitude Saves.

Mighty Push: Works with the Moving Furniture variant. The requirement to push or throw down a piece of furniture lowers by 2 Hits with a minimum of 1 Hit. The attack the creatures receive by the furniture increase by 1 die. Also when you push someone with a No Movement action, his Fortitude Save has a -4 penalty.

Mighty Throw: Range of Throwing Weapons increases by 1 square (even if you are below the minimum). Thrown Weapons gain 1 Power to Attacks.

Mighty Break: The requirement to break doors or any other object lowers by 2 Hits with a minimum of 1 Hit.

Ranger Abilities

Mobile Combat: Your Movement does not stop when you attack in melee. You can continue your Movement after you attack in melee.

Dodge: +2 Blocks to Ranged Attacks only.

Tracking: You are entitled a special type of search whenever a Fate card you drew mentions monsters in the area that will attack first. The search happens before the heroes or the enemies get to act. The difficulty is a Will Save between you and the smartest opponent. Succeeding means your team is not surprised and acts first as normal.

Favored Enemy: Chose 1 specific monster type when you first meet it in a quest. You have 1 extra Power and Block against it for the remainder of the quest.

Improved Trap Disarming: You get +2 to Trap Disarming. This bonus stacks with the Tool Kit for a +4 in total.

Cautiousness: You get +2 to Trap Searches. You can search even when there are monsters present.

Survivalist: You get +4 to Saves against the effects of traps.

Trap Repurposing: You can use any traps you disarm. You can move them if possible, or reactivate their trigger at any space you want, so the monsters can fall victim to them. This requires a whole round and the monsters must not see you doing it.

Sorcerer Abilities

Magic Empowerment: The damage of your spells increases by 1 point, or they gain 2 Power in their Attack Dice.

Magic Enhancement: Saves against your spells get a -2 penalty.

Prolonged Magic: Your spells last 1 extra round, or need 1 extra Save to dissipate.

Magical Spread: Your spells target 3 creatures instead of 1, or cover 2 areas instead of 1.

Magic Fusion: You can cast 2 spells in 1 round. Using this ability again in the same battle will lower your Intelligence by 1 point.

Magic Recall: You gain back on of your used spells. This can only happen when you are not engaged in battle for a whole round and you can never recall the same spell twice in the same quest. Using this ability again in the same quest will lower your Intelligence by 1 point.

Doublecast: You cast the same spell, twice in the same round. Using this ability again in the same quest will lower your Intelligence by 1 point.

Elemental Switch: This works only if you are using the elemental attributes. During the beginning of your turn you can switch between the element of your Class and the element of the category of magic you are using.

Wizard Abilities

Superior Spellcasting: If you have at least 9 Mind Points, you can use all spells of 4 categories of magic.

Magic Detection: You are entitled a special type of search whenever a Fate card you drew mentions a magic trap, a magic item, or an enemy spellcaster in the area. The search happens before the heroes or the enemies get to act. The difficulty depends on how well the trap is hidden or it's a Will Save against the enemy Spellcaster. You get +2 to those Magic Searches. Succeeding means you discover the trap or your team is not surprised by an enemy ambush.

Counterspell: Once per battle, during Zargon's turn, the moment an enemy casts a spell, you can attempt to cancel it. Both you and the enemy have a Will Save. If your number is greater than his, his spell is lost. Using this ability again in the same battle will lower your Intelligence by 1 point.

Notice: This actually happens in the original cover art of the core game.

Magic Glyph: You transfer one of your spells to another creature. It can use it whenever it wants to. Using this ability again in the same quest will lower your Intelligence by 1 point.

Magic Circle: You cast a spell on a wall or the floor. The spell activates whenever you want. Using this ability again in the same quest will lower your Intelligence by 1 point.

Anti-magic: You remove the magic effects of a spell that is still in effect if you succeed at a Will Save against a Will Save with the one who cast the spell. Spells that are plot-related are immune to this ability.

Passive Magic: You cast a spell on any creature, including yourself. The effects of the spell happen on every turn, as long as the creature succeeds at a Will Save against your Will Save. If they are allies, they get +4 to their Saves.

Concentration: You gain +1 to your Spell Failure checks as well as your Will Saves against magic, for every point of damage you have received.

Knight Abilities

Armor proficiency: You can use armors with a Defense value of 1 more than your Toughness. Learning this ability a second time lets you use armors with a Defense value of up to 3 more than your Toughness.

Stalwart: Once per quest when your Body Points get to 0 or lower, they automatically return to 1.

Cover: Whenever a monster is about to attack an adjacent ally, you can switch places with him and defend against the attack. Using this ability again in the same battle will lower your Intelligence by 1 point.

Taunt: When a monster is about to attack an ally, both you and the monster make a Will Save. You have +2 in the roll. If you succeed, you force the monster to attack you instead. Using this ability again in the same battle will lower your Intelligence by 1 point.

First aid: Once after every battle, you can heal 1 Body Point to any 1 hero (including you). Learning this ability a second time allows you to heal 3 Body Points instead of 1.

Soothing Treatment: Once after every battle, you can cure someone from poison.

Healing Hands: Heal someone for 3 Body Points. Using this ability again in the same quest will lower your Intelligence by 1 point.

Awareness: Increase the number of abilities of other Classes you are allowed to know by 2 (initially, the maximum is your maximum Mind Points). You can learn this ability as many times as you want and it doesn't count in the total number of abilities you know.

Bard Abilities

Encouragement: +1 Power for everyone in the team throughout the quest as long as the Bard is uninjured.

Discouragement: -1 Power (with a minimum of 1) for all sentient monsters throughout the quest as long as the Bard is uninjured.

Morale Boost: +1 Block for everyone in the team throughout the quest as long as the Bard is uninjured.

Demoralizing: -1 Block (with a minimum of 1) for all sentient monsters throughout the quest as long as the Bard is uninjured.

Calming: Once per battle, before the first round of combat begins, both you and a sentient enemy make a Will Save. You have +2 in the roll. If you succeed, the enemy doesn't attack for 1 turn. Doesn't have an effect on Undead. Learning this ability a second time affects all sentient enemies in an area.

Invigorate: Once per battle, every hero gains a +2 to all Saves. Equipping this ability twice, makes the bonus a +4.

Haggle: You have 5% discount in towns for every point of Mind Point you have. You can't gift what you buy with a discount to another player.

Eloquence: You have +2 to threatening and negotiation checks during quests.

Rogue Abilities

Combat Mobility: You can pass through enemy occupied spaces.

Flanking: In close-combat, whenever you attack a monster from any side besides its front you have 1 extra Power against it.

Backstab: In close-combat, whenever you attack a monster from behind, you inflict 1 extra Body Point of Damage. Doesn't have an effect on Undead.

Combat Support: Whenever you attack a monster that has already been attacked by another hero in the same round, you have 1 extra Power against it.

Treasure Hunting: You get +2 when searching for treasure. If a trap activates in an area with treasure, you get +2 to Saves against it.

Keen Eye: You get +2 when searching for secret passages. If a trap activates in an area with a secret passage, you get +2 to Saves against it.

Stealth: You never attract the attacks of an enemy you didn't attack, unless you are the only hero he can see. This ability cancels abilities such as Cover and Counterattack.

Sabotage: If the enemies in an area are not aware of you (when they are Surprised or can't defend), you are allowed to hamper an enemy by taking away his weapon, or a piece of armor he holds, or tie his shoelaces together so he won't be able to move. Learning this ability a second time affects all enemies in an area.

Fighter Abilities

Close Combat Weapon Proficiency: You can use close combat weapons with an Attack value of 1 more than your Strength. Learning this ability a second time lets you use close combat weapons with an Attack value of up to 3 more than your Strength.

Improved Duel Wielding: An improved Duel Wielding action (requires No Movement). You can hold a One-handed weapon with your Off-hand. Learning this ability a second time also lets you hold a Two-handed weapon with your good hand.

Double Strike: An improved Duel Wielding action (requires No Movement). Instead of a second attack with your Off-handed weapon, you attack twice with your One-handed weapon. Learning this ability a second time allows you to attack twice with a Two-handed weapon. Using this ability again in the same battle will lower your Intelligence by 1 point.

Unblockable Strike: An improved Duel Wielding action (requires No Movement). Your second attack becomes Unblockable. Learning this ability a second time allows you to make both attacks Unblockable. Using this ability again in the same battle will lower your Intelligence by 1 point.

Whirlwind: An improved Cleave action (requires No Movement). Instead of 2, you attack up to 3 targets around you with 1 extra Power. Learning this ability a second time allows you to attack up to 4 targets around you with 2 extra Power. Using this ability again in the same battle will lower your Intelligence by 1 point.

Uppercut: An improved Bash action (requires No Movement). Gain 2 Power, lose 2 Block, until your next turn.

Parry: An improved Steadfast action (requires No Movement). Gain 2 Block, lose 2 Power, until your next turn. Gain +8 to Fortitude Saves against being pushed or dragged or pinned.

Flash Step: An improved Skewer action (requires No Movement). You dash forward up to 4 squares, as long as there are no walls or ground traps and obstacles. You pass through enemy-occupied spaces with no problem and you attack them all with the same Combat Dice. Learning this ability a second time allows you to move up to 5 squares and to attack with 1 extra Power.

Archer Abilities

Ranged Combat Weapon Proficiency: You can use properly ranged combat weapons with an Attack value of 1 more than your Strength. Learning this ability a second time lets you use ranged combat weapons with an attack value of up to 3 more than your Strength.

Mobile Archery: Your Movement does not stop when you range-attack. You can continue your Movement even after you range-attack.

Multi-shot: An improved Quick Shot action (requires No Movement): You perform 2 ranged attacks instead of 1 on the same target. Learning this ability a second time allows you to attack 3 times the same target, or 1 time 2 separate targets.

Hawkeye: Add 2 squares to Distance Penalty. You can shoot further before lowering the Attack dice.

Point Blank Shot: In this variant, you can't shoot at adjacent enemies. This ability takes away the limitation.

Unhindered Shot: You can shoot at a target hiding behind another creature. Learning this ability a second time allows you to shoot even if the target is behind furniture or even walls. The target gets 2 Block if he's hiding behind something made of wood, 3 Block if it's made of metal, or 4 Block if it's made of stone.

Unblockable Shot: A ranged attack can't be defended.

Head Shot: Once per battle you give Corrosive Strike to one ranged attack. Using this ability again in the same battle will lower your Intelligence by 1 point.

Martial Artist Abilities

Flurry of Punches: Lose 2 Attack Dice while Armed, or 3 Attack Dice while Unarmed, and gain a Risky Strike (roll 6 dice, you hit only on Black Shields). Using this ability again in the same battle will lower your Intelligence by 1 point.

Iron Fists: Increase your Strength by 1. When attacking Unarmed, you gain 1 Power and you inflict Bludgeoning damage.

Wind Force: Melee attacks gain Thrust.

Wind Slash: Melee attacks gain Diagonal pattern.

Arrow Catch: If you have more than 4 Body Points, you halve Piercing damage.

Iron Body: If you have more than 5 Body Points, you halve Slashing damage.

Elastic Body: If you have more than 6 Body Points, you halve Bludgeoning damage.

Protective Aura: If you have more than 7 Body Points, you halve Magic damage.

Here is which class and abilities you can give to monsters in order to flavor their behavior

Goblins and Gremlins fit being **Rogues**. Starting with **Combat Mobility** so they can pass through heroes, followed by **Flanking** and **Backstab**.

Skeletons and Zombies fit being **Knights**. Give them **Stalwart** which reanimates them when they are defeated. **Armor proficiency** can make them very potent bodyguards.

Orcs, Dread Warriors, and Warbears fit being **Fighters**. **Double Strike** and **Undefendable Strike** can make them very dangerous.

Abominations, Gargoyles, Ogres, Wolves, and Yetis fit being **Barbarians** that use **Grapple** and **Arm Wring** as often as they can.

Mummies fit being **Sorcerers (especially Necromancers and Warlocks)** that use debuff spells from afar.

ADDED FEATURE NO. 13) QUIRKS

Quirks are another way to customize a hero by giving him an advantage at some actions, and then a disadvantage in other actions. During character creation, a hero must choose at least one of the following quirks to give to his character.

Balanced

Muscular: +1 Strength, -1 Toughness

Tough: -1 Strength, +1 Toughness

Bulky: -1 Strength, +2 Vitality

Daredevil: +1 Strength, -2 Vitality

Meathead: +1 Strength, -2 Intelligence

Bookworm: -1 Strength, +2 Intelligence

Lanky: -1 Strength, +4 Speed

Stocky: +1 Strength, -4 Speed

Bonehead: +1 Toughness, -2 Intelligence

Nerdy: -1 Toughness, +2 Intelligence

Stout: +1 Toughness, -4 Speed

Athletic: -1 Toughness, +4 Speed

Workaholic: +1 Vitality, -2 Intelligence

Teckie: -1 Vitality, +2 Intelligence

Only Negatives (has to be balanced out with a positive quirk)

Insecure or Coward: -2 to Will Saves

Sickly: -2 to Fortitude Saves

One-eyed or Myopic: -2 to Distance Penalty (can go below 3)

Lame or Sluggish: -2 Movement Penalty

One-armed or Crippled: You can't use your Off-hand

Forgetful: (Spellcasters only) +2 Spell Failure, -2 to Magic Searches

Wasteful: The hero likes to spend his money. Everything he buys costs 20% more. No gifts by other heroes are allowed.

Only Positives (has to be balanced out with a negative quirk)

Brave: +2 to Will Saves

Healthy: +2 to Fortitude Saves

Eagle-eyed or Steady Hands: +2 to Distance Penalty

Strider: +2 Movement Bonus

Ambidextrous: You can hold One-handed weapons with your Off-hand

Focused: (Spellcasters only) -2 Spell Failure, +2 to Magic Searches

Frugal: The hero likes to save money. Everything he buys costs 20% less. No gifts to other heroes are allowed.

VARIANT NO.29) RULES FOR WEAPONS

Weapons define how many attack dice you roll. In this variant they have Movement Penalty, Spell Failure, and even require proficiency to be used properly. Other special abilities are described as well.

Ease of Use: Some weapons are lighter or much easier to hit someone with them during an attack. They will be changing the standard Power or Accuracy of 3.

Reach: Depending on the reach a weapon can have, it can be:

- melee, meaning it can attack only with a cross pattern around a hero or monster
- diagonal, meaning it can attack any of the 8 squares around a hero or monster
- thrust, meaning it can attack with a cross pattern around a hero or monster just like melee, but two squares away instead of one
- ranged, meaning it can attack many squares away from a hero or monster

Damage Type: Depending on the type of damage a weapon does, it can be:

- bludgeoning, usually caused by staves and hammers.
- slashing, usually caused by blades. Monsters made of stone halve the damage (rounded down) of slashing weapons.
- piercing, usually caused by weapons with thrust and by the projectiles of long-ranged weapons. Undead and monsters made of stone halve the damage (rounded down) of piercing weapons.
- minimum, usually caused by simple punches or plain wooden weapons. Such type of damage counts as half a point, so it requires 2 points of such damage for a normal 1 point of damage. Objects, automatons, and animated objects are immune to such damage.

Pinning: Some weapons can pin the enemy. A creature attacking with such a weapon can declare it wants to pin the enemy instead of hurting him. If the attack succeeds, the weapon attaches itself on the target, by locking onto the enemy weapon or armor. Both creatures have their attack, defense, and movement halved, plus Spell Failure checks gain a +2. A pinned creature can free itself and attack in the same round with a successful Fortitude Save, with the difficulty being the attacker's Maximum Body Points plus his Attack Dice. This ability is meant to be used only when a hero is in a team (not by himself) for weakening an enemy so the others can defeat it easier.

Proficiency:

A character cannot use properly a weapon with more Attack value than his Strength, until he gets proficient with it (for example, a Wizard with a Strength of 1 cannot use properly a Shortsword with an Attack value of 2). When a character uses a weapon with more Attack value than his Strength, he still rolls as many Attack Dice as his Strength and he can't use any of the benefits of that weapon, such as Pinning or Diagonal attacks. When a character gets proficient with it, it would be as if he has that much Strength when using that weapon and receives all the benefits. Proficiency does not change his actual Strength, so if he is unarmed, he is still using his normal Strength.

What follows is a proposed list of weapons the heroes can find or buy along with:

- Their attack value (AV)
- Movement and spell failure penalty (MF)
- The change they make the standard Power or Accuracy of 3 during attack
- Their reach (Melee, Diagonal, Thrust, Ranged)
- The type of damage they inflict (Bludgeoning, Slashing, Piercing, Minimum)
- Special rules about them

Those marked as small are weapons you can find as reward during looting or treasure searches.

Keep in mind that the list below is about their most mundane form. After this list you will find several templates for making them more exotic and unique.

List of mundane weapons

Level 1 (free)

#	NAME	WEAPON CATEGORY	AV	POW	MF	REACH	DAMAGE TYPE	SPECIAL
0	Typical Punch	Punch LV1	1	-2	0	Melee	Minimum	Everyone can use this.
1	Torch (small)	Hammer LV1	1	-1	0	Melee	Minimum	Illuminates area, can scare certain monsters
2	Cane	Staff LV1	1	0	0	Melee	Minimum	

Level 2 (100 gold)

#	NAME	WEAPON CATEGORY	AV	POW	MF	REACH	DAMAGE TYPE	SPECIAL
3	Knuckle (small)	Punch LV2	1	-2	0	Melee	Bludgeoning	
4	Club	Hammer LV2	1	0	0	Diagonal	Bludgeoning	
5	Quarterstaff	Staff LV2	1	0	0	Diagonal	Minimum	Double weapon
6	Dagger (small)	Sword LV1	1	0	0	Melee	Piercing	
7	Snake whip	Whip LV1	1	0	0	Thrust	Minimum	Pining
8	Sickle (small)	Sickle LV1	1	0	0	Melee	Slashing	Pining

Level 3 (200 gold)

#	NAME	WEAPON CATEGORY	AV	POW	MF	REACH	DAMAGE TYPE	SPECIAL
9	Spiked knuckle (small)	Punch LV3	2	-2	0	Melee	Bludgeoning	
10	Maul	Hammer LV3	2	-1	1	Melee	Bludgeoning	
11	Battlestaff	Staff LV3	2	0	0	Diagonal	Bludgeoning	Double weapon
12	Shortsword	Sword LV2	1	0	1	Melee	Slashing	
13	Cat-O-Nine tails whip	Whip LV2	2	0	0	Thrust	Minimum	Pining
14	Shortspear	Spear LV1	2	+1	0	Melee	Piercing	
15	Pickaxe	Axe LV1	2	-1	1	Melee	Piercing	
16	Sling (small)	Bow LV1	1	0	0	Ranged	Bludgeoning	Requires a pouch of 20 pebbles which can be found anywhere (they are free)

Level 4 (300 gold)

#	NAME	WEAPON CATEGORY	AV	POW	MF	REACH	DAMAGE TYPE	SPECIAL
17	Hand claw (small)	Punch LV4	3	-2	0	Melee	Slashing	Pining
18	Rapier	Sword LV3	1	0	1	Diagonal	Piercing	
19	War Fork	Spear LV2	2	+1	0	Melee	Piercing	Pining
20	Hand axe	Axe LV2	2	-1	1	Melee	Slashing	
21	War Scythe	Sickle LV2	2	0	1	Diagonal	Slashing	

Level 5 (400 gold)

#	NAME	WEAPON CATEGORY	AV	POW	MF	REACH	DAMAGE TYPE	SPECIAL
22	Broadsword	Sword LV4	3	0	1	Melee	Slashing	
23	Man Catcher	Spear LV3	2	+1	0	Thrust	Piercing	Pining
24	Labrys	Axe LV3	3	-1	1	Melee	Slashing	
25	Shortbow (small)	Bow LV2	2	0	0	Ranged	Piercing	Requires a quiver with 20 arrows which costs 100 gold

Level 6 (500 gold)

#	NAME	WEAPON CATEGORY	AV	POW	MF	REACH	DAMAGE TYPE	SPECIAL
26	Mace	Hammer LV4	3	-1	1	Melee	Bludgeoning	
27	Longsword	Sword LV5	3	0	1	Diagonal	Slashing	
28	Monk Spade	Staff LV4	3	0	0	Diagonal	Bludgeoning	Double weapon
29	Trident	Spear LV4	3	+1	0	Thrust	Piercing	Pining
30	Chain Sickle	Sickle LV3	2	0	1	Diagonal	Slashing	Double weapon, Pining

Level 7 (600 gold)

#	NAME	WEAPON CATEGORY	AV	POW	MF	REACH	DAMAGE TYPE	SPECIAL
31	Flail	Hammer LV5	3	-1	1	Diagonal	Bludgeoning	
32	Greatsword	Sword LV6	3	0	2	Diagonal & Thrust	Slashing	
33	Halberd	Axe LV4 Spear LV5	3	-1	1	Thrust	Slashing	Pining
34	Crossbow	Bow LV3	3	0	1	Ranged	Piercing	Requires a waist bag with 20 bolts which costs 100 gold

Level 7 (600 gold)

#	NAME	WEAPON CATEGORY	AV	POW	MF	REACH	DAMAGE TYPE	SPECIAL
35	Warhammer	Hammer LV6	3	-1	2	Diagonal	Bludgeoning	
36	Battle Axe	Axe LV5	4	-1	2	Melee	Slashing	
37	Sleeve Pistol (small)	Gun LV1	3	0	0	Ranged	Piercing	Requires a waist bag with 20 bullets which costs 200 gold
38	Whip sword	Whip LV3 Sword LV6	3	0	1	Diagonal & Thrust	Slashing	Pining

Level 8 (700 gold)

#	NAME	WEAPON CATEGORY	AV	POW	MF	REACH	DAMAGE TYPE	SPECIAL
39	Longbow	Bow LV4	4	0	1	Ranged	Piercing	Requires a quiver with 20 arrows which costs 100 gold

Level 9 (800 gold)

#	NAME	WEAPON CATEGORY	AV	POW	MF	REACH	DAMAGE TYPE	SPECIAL
40	Composite Bow	Bow LV5	4	+1	1	Ranged	Piercing	Requires a quiver with 20 arrows which costs 100 gold

Level 10 (1000 gold)

#	NAME	WEAPON CATEGORY	AV	POW	MF	REACH	DAMAGE TYPE	SPECIAL
41	Musket	Gun LV2	4	+2	1	Ranged	Piercing	Requires a waist bag with 20 bullets which costs 200 gold
42	Bowblade	Bow LV6 Sword LV7	4	0	1	Melee or Ranged	Slashing or Piercing	This is a 2-mode weapon. You can use 1 of the 2. Requires a quiver with 20 arrows which costs 100 gold.

Level 11 (1200 gold)

#	NAME	WEAPON CATEGORY	AV	POW	MF	REACH	DAMAGE TYPE	SPECIAL
43	Gunblade	Gun LV3 Sword LV8	4	+1	1	Melee or Ranged	Slashing or Piercing	This is a 2-mode weapon. You can use 1 of the 2. Requires a waist bag with 20 bullets which costs 200 gold.

VARIANT NO.30) WEAPON TEMPLATES

Several variants that change the way weapons work.

1) Race-specific weapons: Weapons like a barbarian broadsword or an elven shortsword were made for a specific race. A hero of that race has proficiency with those weapons and does not suffer Movement Penalty or Spell Failure when using them. The starting equipment of every hero counts as race-specific. Cost change: X1.5

2) Pinning weapons: Any close-range weapon can gain the Pinning ability (if it doesn't have it already) by becoming spiked, curved, or saw-toothed. Cost change: X1.5

3) Poisoned weapons: They are coated with a strong poison. Any damage they inflict is poison-based and does not heal normally (it has to be cured). They have no effect on Undead. Cost change: X2

4) Ornament weapons: They can only be found as treasure, or be given as reward. They work like their mundane counterparts but are made of more precious metals and are decorated with gems. They are just for prestige. The heroes can show off with them in case there is role play in the game. When sold they fetch a lot more gold.

Iron or Wooden weapons: Cost change: None

Silver or Ebony weapons: Cost change: X2

Gold or Ivory weapons: Cost change: X4

Platinum or Dragonbone weapons: Cost change: X8

5) Improved weapons: All weapons in the core game are supposed to be made of mundane materials (wood, leather, or iron). Their improved forms are made of more exotic and stronger materials, such as bone, studded leather, coral, or mithril. Improved weapons have an extra Power to their attacks.

Iron or Wooden weapons: No Power bonus. Cost change: None

Bronze or Bone weapons: +1 Power. Cost change: X2

Steel or Coral weapons: +2 Power. Cost change: X4

Mithril or Cold Steel weapons: +3 Power. Cost change: X8

6) Masterwork weapons: They work like their mundane counterparts but have one less point of Movement Penalty. Cost change: X2

7) Monster-slayer weapons (you can also use words like killer or bane): These weapons work better against a specific type of monsters (Orcsbane when you attack Orcs, Goblin Slayer when you attack Goblins, and so on), adding one Attack Die during Attack. Cost change: X2

8) Elemental weapons (fire, ice, thunder, whatever you like): They have a permanent elemental power (see chapter on Customizing Elemental Types). Cost change: X3

9) Sunder weapons: They double Equipment Damage (see variants on Combat). Cost change: X2

10) Throwing weapons: Close-ranged weapons that are made specifically for throwing. They increase Range Penalty by 1 square and have 1 extra Power in Attack. Cost change: X1.5

11) Returning weapons: Close-ranged weapons that are linked to their owner. Whenever they are thrown or taken away from their owner, he can will them to fly back to him, unless they have been incapacitated by magic or strong bonds. Cost change: X2

12) Explosive projectiles: All projectiles in the core game (bolts, arrows, bullets) are single-target. Any ranged weapon can fire explosive projectiles that can hit all creatures around it (3X3 radius, up to 9 creatures in total). The original target gets hit twice, once by the normal attack power of the projectile, and then by the explosion that follows. Every creature in the radius gets hit only by the explosion. Each such projectile costs 100 gold per attack die of the explosion's might (a 4-attack explosion for example will cost 400 gold per shot).

13) Vampiric weapons: They are cursed and constantly seek to absorb life from living creatures around them. Every time they are used for attack, the target must succeed at a Fortitude Save with the difficulty being the Intelligence of the attacker. If he gets hurt or fails the Save then the attacker heals 1 Body Point. If the target both blocks the attack and succeeds at the Fortitude Save, then the attacker loses 1 Body Point instead (the weapon absorbs it). Cost change: Half as normal

14) Psionic weapons: They are unworldly and mess with the minds of living creatures around them. Every time they are used for attack, the target must succeed at a Will Save with the difficulty being the Intelligence of the attacker. If he gets hurt or fails the Save then the target loses 1 Mind Point. Any creature that is brought down to 0 Mind Points becomes Stupefied (see variants on Mind Points) and comes under the control of the one who attacked it. A character can thrall as many creatures this way as his mind points. This effect does not work on Undead, since they don't have Mind Points. If the target both blocks the attack and succeeds at the Will Save, then the attacker loses 1 Mind Point. The character cannot use such a weapon if he has no Mind Points left. Cost change: X3

15) Lucky weapons: They allow you to reroll all dice that missed during an attack. Cost change: X3

16) Corrosive weapons: They allow you to reroll all dice that succeeded during an attack so you can inflict even more damage. Cost change: X3

17) Phantom weapons: The target cannot defend against their attack. Cost change: X4

18) Sentient weapons: The weapons have a mind of their own and are often moody. Whenever the one using them gets hurt or fails a Save, he will have to make a Will Save. The difficulty starts at 2 and increases by 1 every time he redoes the check. If he fails the check, the weapon leaves him and flies away. He can reclaim it after the next battle is over, and succeeds at a Will Save with half the difficulty as before. Once he does, the difficulty resets back to 2. Cost change: Half as much

Randomly generated weapon

Every time you find a weapon as treasure, unless it's very specific (by what a monster you defeated was wearing or what the quest tells you it is) you can generate it randomly by rolling dice with a maximum result that goes as high in Weapon Level as the Difficulty Level of the Quest.

Level 1: 1d4

Level 2: 1d8

Level 3: 2d8

Level 4: 1d20

Level 5: 1d20 +1d4

Level 6: 3d10

Level 7: 3d10 +1d4

Level 8-9: 2d20

Level 10-12: 2d20 +1d4

If the difficulty of the Quest is above 6, also roll a 20-sided die. The result is the numbered template of the weapon on the list of templates above. On a result of 19 to 20, the weapon is mundane.

Remember that you need to be proficient with stronger weapons so you can use them properly, and that you can't keep a weapon that is used by monsters. You have to sell it after the mission is over at a tenth of its buying price.

List of the (mostly) official artifacts that can be found in the (mostly) official quests

Core game

Orcsbane: 2 attack, you attack twice against Orcs (in this variant you instead get 3 attack)

Spirit Blade: 3 attack, 4 attack against Undead

Core game, Japanese version

Fiery Axe: 4 attack

Frost Bow: 4 attack

Silver Blade: 4 attack

Kellar's Keep & Return of the Witchlord

Magical Throwing Dagger: 1 automatic damage, ranged

Wizards of Morcar

Wand of Recall: Cast 2 spells in the same turn

Rod of Memory: Memorizes a spell and can cast it in every turn if you roll a black shield

Frozen Horror

Ice Queen's Spear: 2 attack, 3 attack against Polar Warbears, can attack diagonally

Mage of the Mirror

Ancient Staff: Has a chance to negate magic attacks on the holder or be destroyed

Bone Wand: Lets you control Skeletons for one round

Elven bow of Vindication: Automatically kills any monster unless it rolls a black shield. It has only 4 bolts.

Spirit Queen's Torment

Phantom Blade: 1 attack, once per quest the attack is undefendable

Fortune's Longsword: 3 attack, can attack diagonally, allows 1 reroll of a missed die

Prophecy of Telor

Rod of Telekinesis: Once per quest a monster loses its turn unless it rolls a 6 on red dice equal to its Mind Points

Crypt of Perpetual Darkness

Dragon Spear: 3 attack, or 4 attack against dragons, can attack diagonally

VARIANT NO.31) RULES FOR ARMORS

In the core game, armors only offer extra defense dice during combat. In this variant they can also offer certain types of damage reduction.

Proficiency: A character cannot use properly a piece of armor with more Defense value than his Toughness, until he gets proficient with it (for example, a Wizard with a Toughness of 1 cannot use properly anything with a Defense value of 2 or more). When a character gets proficient with it, it would be as if he has that much Toughness when wearing that armor. Proficiency does not change his actual Toughness, so if he is unarmored, he is still using his normal Toughness.

Material: This is more of a flavor characteristic. It doesn't matter in gameplay, but it can help a player to understand why some materials are sturdier than others and can leave room for secondary skills such as improving weapons through crafting.

Size: Some types of armor are marked as small, and can be found in treasure chests or as hidden treasure in certain pieces of furniture.

Defense Value: The maximum number of Defense dice a character wearing armor can roll.

- If he is not proficient enough with the armor, then he rolls as many dice as his current Toughness and Proficiency allows.
- If he wears more than one piece of armor, then only the armor with the highest Defense Value and Block bonus matters in battle.
- If he wears armor with less Defense Value than his Toughness, then he gets a +1 Block Bonus.

Block Bonus: In this variant, an unarmored creature blocks only with Black Shields (like monsters do). Some armors give a +1 to Defense, so they can block Damage even with White Shields (like heroes do). This bonus can stack with the previous bonus from higher Toughness.

Movement Penalty & Spell Failure: Big or heavy armors tend to make a creature slower when it wears them.

- Each point of penalty from weight removes 1 square from movement when a creature moves. It also makes it slower to take initiative during the first round of combat, if you are using this variant.
- It also makes it possible for a spell to fail during casting if the sum of the Movement Penalty exceeds the spellcaster's Toughness. The spellcaster has to perform a Will Save whenever that happens, with the difficulty being the sum of the Movement Penalty.

Body: Each piece of armor takes up a specific part of the body. Only one piece of armor is allowed per body part. An exception is magic rings, which take up fingers. A character can use as many different magic rings as he has Mind Points.

Special Abilities: Many armors offer protection from certain types of damage.

- Anti (something) refers to protection from a certain type of damage. Anti-Piercing for example will lower damage from Piercing attacks by 1, but only if the hero receives more than 1 damage (meaning the armor does not negate attacks that inflict only 1 damage). An exception is when the creature has, or is left with, only 1 Body Point. In that case the damage reduction applies even if the creature suffers only 1 point of damage. This ability does not stack, meaning if you wear 2 pieces of armor with Anti-Slashing you won't lower Slashing damage by 2.
- Bonus to checks, refers to aid an armor offers in specific dice rolls (Spell Failure, Will Save, Fortitude Save, Negotiation).
- Reroll allows one Defense dice to be rerolled.
- Speed increases the Movement of a creature.
- Traction halves the Movement Penalty by terrain.

Extra Body Points: If you choose to use the Equipment Damage variant, every piece of armor can function as extra Body Points. Whenever a hero receives more than 1 Damage, the excess Damage can redirect to a piece of armor he wears. Each point of damage lower the armor's Defense Value by 1. If the Defense Value is ever brought down to zero, the armor is considered destroyed.

List of armors

Level 1 (100 gold)

#	MATERIAL	NAME	DV	BLOCK BONUS	MF	BODY	SPECIAL
1	Iron	Buckler	1	0	0	Off hand	Anti-Piercing
2	Iron	Tower	1	0	1	Off hand (small)	Anti-Projectile
3	Hide	Cap	1	0	0	Head (small)	Anti-Hot
4	Iron	Headband	1	0	0	Head (small)	Anti-Bludgeoning
5	Cloth	Apprentice's Cap	1	0	0	Head (small)	-1 to Spell Failure
6	Iron	Amulet of Protection	1	0	0	Neck (small)	Anti-Magic
7	Bone	Necklace	1	0	0	Neck (small)	+1 to Will Saves
8	Hide	Armbands	1	0	0	Both arms (small)	Anti-Cold
9	Leather	Pauldrons	1	0	0	Both arms (small)	Anti-Throwing
10	Iron	Bracelets	1	0	0	Both arms (small)	Reroll
11	Bone	Magic Bracers	1	0	0	Both arms (small)	+1 to Negotiation
12	Hide	Belt	1	0	0	Waist (small)	+1 to Fortitude Saves
13	Hide	Jacket	1	0	0	Chest (small)	Anti-Slashing
14	Hide	Boots	1	0	0	Both feet (small)	+1 Speed
15	Iron	Sabatons	1	0	1	Both feet (small)	Traction

Level 2 (200 gold)

#	MATERIAL	NAME	DV	BLOCK BONUS	MF	BODY	SPECIAL
16	Hide	Shield	1	+1	1	Off hand (small)	
17	Cloth	Wizard's Hat	1	+1	0	Head (small)	
18	Iron	Couter	1	+1	0	Both arms (small)	
19	Silk	Gloves	1	+1	0	Both arms (small)	
20	Bone	Greaves	1	+1	1	Both feet (small)	

Level 3 (300 gold)

#	MATERIAL	NAME	DV	BLOCK BONUS	MF	BODY	SPECIAL
21	Bronze	Buckler	2	0	0	Off hand	Anti-Piercing
22	Bronze	Tower	2	0	1	Off hand (small)	Anti-Projectile
23	Leather	Cap	2	0	0	Head (small)	Anti-Hot
24	Bronze	Headband	2	0	0	Head (small)	Anti-Bludgeoning
25	Silk	Apprentice's Cap	2	0	0	Head (small)	-1 to Spell Failure
26	Mithril	Orb of Protection	2	0	0	Neck (small)	Anti-Magic
27	Iron	Medallion	2	0	0	Neck (small)	+1 to Will Saves
28	Leather	Armbands	2	0	0	Both arms (small)	Anti-Cold
29	Iron	Pauldrons	2	0	0	Both arms (small)	Anti-Throwing
30	Bronze	Bracelets	2	0	0	Both arms (small)	Reroll
31	Iron	Magic Bracers	2	0	0	Both arms (small)	+1 to Negotiation
32	Leather	Belt	2	0	0	Waist (small)	+1 to Fortitude Saves
33	Leather	Jacket	2	0	0	Chest (small)	Anti-Slashing
34	Leather	Boots	2	0	0	Both feet (small)	+1 Speed
35	Bronze	Sabatons	2	0	1	Both feet (small)	Traction

Level 4 (400 gold)

#	MATERIAL	NAME	DV	BLOCK BONUS	MF	BODY	SPECIAL
36	Leather	Shield	2	+1	1	Off hand (small)	
37	Silk	Wizard's Hat	2	+1	0	Head (small)	
38	Bronze	Couter	2	+1	0	Both arms (small)	
39	Leather	Gloves	2	+1	0	Both arms (small)	
40	Iron	Greaves	2	+1	1	Both feet (small)	

Level 5 (500 gold)

#	MATERIAL	NAME	DV	BLOCK BONUS	MF	BODY	SPECIAL
41	Steel	Buckler	3	0	0	Off hand	Anti-Piercing
42	Steel	Tower	3	0	1	Off hand (small)	Anti-Projectile
43	Bone	Cap	3	0	0	Head (small)	Anti-Hot
44	Steel	Headband	3	0	0	Head (small)	Anti-Bludgeoning
45	Silk	Archwizard's Hat	3	0	0	Head (small)	-1 to Spell Failure
46	Silk	Enchanted Shirt	3	0	0	Chest (small)	Anti-Magic
47	Bronze	Charm	3	0	0	Neck (small)	+1 to Will Saves
48	Bone	Armbands	3	0	0	Both arms (small)	Anti-Cold
49	Bronze	Pauldrons	3	0	1	Both arms (small)	Anti-Throwing
50	Steel	Bracelets	3	0	0	Both arms (small)	Reroll
51	Bronze	Magic Bracers	3	0	1	Both arms (small)	+1 to Negotiation
52	Bronze	Belt	3	0	1	Waist (small)	+1 to Fortitude Saves
53	Bronze	Half Plate	3	0	1	Chest (small)	Anti-Slashing
54	Bronze	Cuisses	3	0	1	Both feet (small)	+1 Speed
55	Steel	Sabatons	3	0	1	Both feet (small)	Traction

Level 6 (600 gold)

#	MATERIAL	NAME	DV	BLOCK BONUS	MF	BODY	SPECIAL
56	Bronze	Shield	3	+1	1	Off hand (small)	
57	Leather	Wizard's Hat	3	+1	0	Head (small)	
58	Steel	Couter	3	+1	0	Both arms (small)	
59	Iron	Chainmail	3	+1	1	Chest (small)	
60	Bronze	Greaves	3	+1	1	Both feet (small)	

Level 7 (700 gold)

#	MATERIAL	NAME	DV	BLOCK BONUS	MF	BODY	SPECIAL
61	Mithril	Buckler	4	0	0	Off hand	Anti-Piercing
62	Mithril	Tower	4	0	1	Off hand (small)	Anti-Projectile
63	Bronze	Half Helmet	4	0	0	Head (small)	Anti-Hot
64	Mithril	Headband	4	0	0	Head (small)	Anti-Bludgeoning
65	Mithril	Magic Circlet	4	0	0	Head (small)	-1 to Spell Failure
66	Silk	Mantle of Protection	4	0	0	Chest (small)	Anti-Magic
67	Steel	Talisman	4	0	0	Neck (small)	+1 to Will Saves
68	Bronze	Armbands	4	0	0	Both arms (small)	Anti-Cold
69	Steel	Pauldrons	4	0	1	Both arms (small)	Anti-Throwing
70	Mithril	Bracelets	4	0	0	Both arms (small)	Reroll
71	Steel	Magic Bracers	4	0	1	Both arms (small)	+1 to Negotiation
72	Steel	Belt	4	0	1	Waist (small)	+1 to Fortitude Saves
73	Steel	Half Plate	4	0	1	Chest (small)	Anti-Slashing
74	Steel	Cuisses	4	0	1	Both feet (small)	+1 Speed
75	Mithril	Sabatons	4	0	1	Both feet (small)	Traction

Level 8 (800 gold)

#	MATERIAL	NAME	DV	BLOCK BONUS	MF	BODY	SPECIAL
76	Steel	Shield	4	+1	2	Off hand (small)	
77	Bronze	Full Helmet	4	+1	1	Head (small)	
78	Mithril	Couter	4	+1	0	Both arms (small)	
79	Bronze	Chainmail	4	+1	1	Chest (small)	
80	Steel	Greaves	4	+1	1	Both feet (small)	

Level 9 (900 gold)

#	MATERIAL	NAME	DV	BLOCK BONUS	MF	BODY	SPECIAL
81	Steel	Half Helmet	5	0	0	Head (small)	Anti-Hot
82	Steel	Chainmail Hood	5	0	0	Head (small)	Anti-Bludgeoning
83	Mithril	Magic Crown	5	0	0	Head (small)	-1 to Spell Failure
84	Silk	Robe of Protection	5	0	0	Chest (small)	Anti-Magic
85	Mithril	Heirloom	5	0	0	Neck (small)	+1 to Will Saves
86	Steel	Armbands	5	0	0	Both arms (small)	Anti-Cold
87	Mithril	Pauldrons	5	0	1	Both arms (small)	Anti-Throwing
88	Mithril	Magic Bracers	5	0	1	Both arms (small)	+1 to Negotiation
89	Mithril	Belt	5	0	1	Waist (small)	+1 to Fortitude Saves
90	Mithril	Half Plate	5	0	1	Chest (small)	Anti-Slashing
91	Mithril	Cuisses	5	0	1	Both feet (small)	+1 Speed

Level 10 (1000 gold)

#	MATERIAL	NAME	DV	BLOCK BONUS	MF	BODY	SPECIAL
92	Mithril	Shield	5	+1	2	Off hand (small)	
93	Steel	Full Helmet	5	+1	1	Head (small)	
94	Steel	Gauntlets	5	+1	0	Both arms (small)	
95	Steel	Chainmail	5	+1	1	Chest (small)	
96	Mithril	Greaves	5	+1	1	Both feet (small)	

Level 11 (1200 gold)

#	MATERIAL	NAME	DV	BLOCK BONUS	MF	BODY	SPECIAL
97	Mithril	Half Helmet	6	0	0	Head (small)	Anti-Hot
98	Mithril	Chainmail Hood	6	0	0	Head (small)	Anti-Bludgeoning
99	Silk	Magic Mitre	6	0	0	Head (small)	-1 to Spell Failure
100	Silk	Cloak of Protection	6	0	0	Chest (small)	Anti-Magic
101	Mithril	Holy Symbol	6	0	0	Neck (small)	+1 to Will Saves
102	Mithril	Armbands	6	0	0	Both arms (small)	Anti-Cold

Level 12 (1400 gold)

#	MATERIAL	NAME	DV	BLOCK BONUS	MF	BODY	SPECIAL
103	Mithril	Mirror Shield of Illusions	6	+1	2	Off hand (small)	
104	Mithril	Full Helmet	6	+1	1	Head (small)	
105	Mithril	Gauntlets	6	+1	0	Both arms (small)	
106	Mithril	Chainmail	6	+1	1	Chest (small)	

VARIANT NO.32) ARMOR TEMPLATES

Several variants that change the way armors work.

1) Improved armors: They have +1 Block Bonus. Cost change: X3

2) Monster-repellent armors: The materials of these armors have been imbued with certain substances (such as cold iron) or charms (such as garlic) that repel a specific type of monster. Those monsters have 1 less Power and 1 less Block when they are in close combat with you. Cost change: X2

3) Elemental armors (fire, ice, thunder, whatever you like): They work like mundane armors but get +1 Block against attacks of a specific element (such as a fire shield against a ball of fire). Cost change: X1.5

4) Masterwork armors: They have an extra special ability compared to their mundane versions, or they have a single ability with double the potency (a +2, instead of a +1, basically). Cost change: X3

5) Ornament armors: They can only be found as treasure, or be given as reward. They work like their mundane counterparts but are made of more rare ingredients (carapace, or coral) and are decorated with gems or precious jewels. When sold they fetch a lot more gold. Cost change: X4

6) Vampiric armors: They are cursed and constantly seek to absorb life from living creatures wearing them. Every time the wearer inflicts damage to a living creature (not an Undead or a Construct) he gains 1 Body Point. Every time the wearer gets damaged he loses 1 extra Body Point (the armor absorbs it). Any creature that is brought down to 0 Body Points while wearing such an armor comes under the control of Zargon. He will have 1 Body Point. Cost change: Half as normal

7) Psionic armors: They are unworldly and confuse the minds of living creatures wearing them. Every time the wearer loses Body Points he can chose to lose Mind Points. Any creature that is brought down to 0 Body Points or Mind Points while wearing such an armor comes under the control of Zargon. He will have at least 1 Body Point. Cost change: Half as normal

8) Sentient armors: Pieces of armor that have a mind of their own and occasionally refuse to cooperate. Whenever the one using them gets hurt or fails a Save, he will have to make a Will Save. The difficulty starts at 2 and increases by 1 every time he redoes the check. If he fails the check, the armor leaves him and flies away. He can reclaim it after the next battle is over, and succeeds at a Will Save with half the difficulty as before. Once he does, the difficulty resets back to 2. Cost change: Half as much

Randomly generated piece of armor

Every time you find a piece of armor as treasure, unless it's very specific (by what a monster you defeated was wearing or what the quest tells you it is) you can generate it randomly based on the Difficulty Level of the Quest.

Level 1: 2d8 -1

Level 2: 1d20

Level 3: 1d20 +2d8 -1

Level 4: 2d20

Level 5: 2d20 +2d8 -1

Level 6: 3d20

Level 7: 3d20 +2d8 -1

Level 8: 4d20

Level 9: 4d20 +1d10

Level 10: 4d20 +2d8

Level 11: 1d100

Level 12: 1d100 +1d6

If the difficulty of the Quest is above 6, also roll an 8-sided die. The result is the numbered template of the armor on the list of templates above. On a result of 9 to 10, the armor is mundane.

Remember that you need to be proficient with sturdier armors so you can use them properly, and that you can't keep a piece of armor that is used by monsters. You have to sell it after the mission is over at a tenth of its buying price.

And now a list of the (mostly) official artifacts that can be found in the (mostly) official quests and which count as armors

Off hand

Core Game: Wand of Recall: Allows you to reuse a spell.

Frozen Horror, extra Quest: Spiked Shield: +1 defense, immunity to the Yeti's hugging ability.

Mage of the Mirror: Sky Orb: It absorbs mind damage. Shatters after 4 points of damage are absorbed.

Both arms

Return of the Witch Lord: Armband of Healing: +2 Body Points, breaks when a hero gets KOed

Frozen Horror: Armband of Ice: Reduces damage from ice attacks by 1

Mage of the Mirror: Elven bracers (only for the elf): +2 Body Points and +1 mind point

Neck

Core game: Talisman of Lore: +2 Mind Points

Frozen Horror: Amulet of the North (only for the barbarian): +2 Body Points and +1 mind point

Fan made: Dwarven Runestones (only for the dwarf): +2 Body Points and +1 mind point

Chest

Core game: Borin's Armor: +2 defense

Frozen Horror, extra Quest: Cold Iron Plate Mail: +2 defense, halved movement, immunity to the Gremlins' stealing ability

Fingers

Core Game: Ring of Return: Returns a character to the starting location, then disappears

Core Game: Spell ring: Stores inside a spell of your choosing

Kellar's Keep: Fire ring: Protects from fire attacks and hazards 2 times, then disappears

Frozen Horror: Ring of Warmth: Reduces damage from ice attacks by 1

Prophecy of Telor: Ring of Fortitude: +1 Body Point

Head

Fan made: Magister's Hood (only for the wizard): +2 Body Points and +1 mind point

Crypt of Perpetual Darkness: Crown of Shadows: +1 defense, wearer can see in the dark

Both feet

Return of the Witch Lord: Rabbit boots: Jump over pits by not rolling black shield

Frozen Horror: Snowshoes of Speed: Make you treat ice floor as normal floor

Elven boots: +1 movement die, they can be destroyed

Backpack (storable item)

Core Game: Tool Kit: For disarming traps 250G

Fan Made: Thief's Tool Kit: For unlocking locked doors 500G

Return of the Witch Lord: Dust of Disappearance: Allows a character to pass through monsters without getting attacked for 1 round.

Return of the Witch Lord: Anti-poison Quill: Cures poison damage and effects.

Frozen Horror, extra Quest: Warhorn of Command: Halves the hiring cost of mercenaries who survive the first quest with you.

VARIANT NO.33) POTIONS

Potions are short-lived buffs or debuffs. The official rules state that you can use them as a free action, although thematically it is more realistic if you have a free hand available during your turn. Meaning, you can't drink or throw a potion to someone else if you are holding a two-handed weapon, and you can't magically drink a healing potion whenever you drop to Zero Body Points. You can, however, sacrifice your attack or your movement for that round so you can drink the potion.

In my variants, potions work differently, starting with how they are separated into 5 types depending on potency.

- **Brews**, which are common drinks you can find in any town (wine, beer, mead), cheap and with small effects when you drink them.
- **Potions**, which are magical and uncommon to find since they require a wizard or an alchemist to brew them. They are more expensive than brews and have more powerful effects.
- **Elixirs**, which are supernatural or of divine origin, rare and often perceived as minor artifacts no wizard can create unless he spends years on them. They are more expensive than potions and have even more powerful effects.
- **Placebos** are fake potions of any kind with no actual effects (and thus no value when you try to sell them), but the one drinking them can 'convince' himself they are working and thus can still get the benefits. Such potions require Will Saves (using the character's Mind Points to define the die they use) and require low numbers in order to work. Brew: 6+, Potion: 4+, Elixir: 2+. Thus they work much easier on creatures with low intelligence than high intelligence, since the drinker has to be fooled into thinking they are real. Placebos are a way for the heroes to stock up on potions when they lack the funds to buy real potions. Obviously the one who gathers the potions will know the truth (unless you want to include a conman who fools everyone) so they will have no effect when he drinks them. He will share the potions with other heroes who don't know the truth and they will have to be fooled with a Will Save when they drink them.
- **Tonics** are two potions into one, meaning they have 2 positive effects and cost as much as the values of both those potions combined. Along with that they have a negative side effect that can be prevented with a Fortitude Save upon drinking it. The Difficulty depends on the type of the potion (Brew: 4, Potion: 6, Elixir: 8). The side effects can be any of the following:
 - 1: Body Points of Poison damage (1 Point for Brews and Potions, 2 for Elixirs)
 - 2: Mind Points of Poison damage (1 Point for Brews and Potions, 2 for Elixirs)
 - 3: Less Power (1 for Brews, 2 for Potions, 3 for Elixirs)
 - 4: Less Block (1 for Brews, 2 for Potions, 3 for Elixirs)
 - 5: Movement penalty (-2 for Brews, -4 for Potions, -6 for Elixirs)
 - 6: Extra difficulty to all Saves and Checks (+1 for Brews, +2 for Potions, +4 for Elixirs)

A second change I made is potions not being a one-time thing most of the time. Most end when a hero fails an attack or gets injured.

A third change I made is giving potions a Rarity indication, meaning how common it is to find them. This is done to balance the odds of getting something too good for the point at the game the heroes are, or being completely useless because of the specifics of the quest.

List of Essential Potions all Quests should include (Rarity 1)

Use this simple list until the heroes begin to be able to buy better equipment. Whenever you find one randomly as treasure or loot, roll 1 6-sided die to determine what type it is.

1) Extra attack dice

Duration: Until end of battle or you miss in an attack.

Invigorating Brew: +1 Power. Value: 60 gold

Potion of Might: +2 Power. Value: 150 gold

Elixir of Power: +3 Power. Value: 350 gold

2) Second attack

Duration: Until end of battle or you miss in an attack.

Heroic Brew: Attack twice, the second attack has half the attack dice, rounded down. Value: 60 gold

Potion of Bravery: Attack twice. Value: 150 gold

Elixir of Valiance: Attack twice, the second attack has one and a half the attack dice, rounded down. Value: 350 gold

3) Extra defense dice

Duration: Until end of battle or you get injured

Calming Brew: +1 Block. Value: 40 gold

Potion of Protection: +2 Block. Value: 100 gold

Elixir of Durability: +3 Block. Value: 250 gold

4) Healing

Duration: Instant

Soothing Brew: +2 Body Points. Value: 80 gold

Potion of Healing: +4 Body Points. Value: 200 gold

Elixir of Life: +8 Body Points. Value: 500 gold

5) Dice Rerolls

Duration: Until you miss an attack, get injured, or fail a Check.

Uplifting Brew: Each round reroll any 1 die you like. Value: 30 gold

Potion of Luck: Each round reroll any 2 dice you like. Value: 80 gold

Elixir of Good Fortune: Each round reroll any 3 dice you like. Value: 200 gold

6) Extra Movement

Potion of Speed: Doubles movement for as long as you don't perform any other action besides running. Value: 50 gold

List of more uncommon Potions for more challenging Quests (Rarity 2)

Add these to the list when the players get used to the basics and want bigger challenges. Roll 1 10-sided die to determine what type it is.

7) Unknown potion: The potion has no label and it's flavorless. You don't know its effects until it is used (roll the die when you do) or you pay 100 gold to an alchemist to identify it.

8) Holy Water: Instantly kills a mundane Undead. Value: 400 gold

9) Poison: It lowers statistics by drinking it or even throwing it at an enemy. Keep in mind that damage or a debuff caused by poison cannot be healed. It has to be cured with an antidote or a bless spell. Pick any of the following types of effect (or roll a 6-sided die).

1: Body Points of Poison damage (1 Point for Brews, 2 for Potions, 3 for Elixirs)

2: Mind Points of Poison damage (1 Point for Brews, 2 for Potions, 3 for Elixirs)

3: Less Power (1 die for Brews, 2 for Potions, 3 for Elixirs)

4: Less Block (1 die for Brews, 2 for Potions, 3 for Elixirs)

5: Movement penalty (-2 for Brews, -4 for Potions, -6 for Elixirs)

6: Extra difficulty to all Saves and Checks (+1 for Brews, +2 for Potions, +4 for Elixirs)

Value: 100 gold for Brews, 200 for Potions, 400 for Elixirs

10) Antidote: Negates the effects of a poison. Value: 300 gold

List of rare Potions (Rarity 3)

For quests with a lot of spellcasting, such as The Wizards of Morcar. Roll 1 20-sided die to determine what type it is.

11-12) Bane potion: Cures magical transformations (curses) to other creatures. Value: 150 gold

13-15) Potion of Magic Resistance: Negate the effects of one spell on you (not curses). Value: 250 gold

16) Potion of Magic Aptitude: Cast 2 different spells in the same round, until you make any other action besides walking. Value: 250 gold

17) Potion of Wizardry: Casts the same spell twice in the same round, until you make any other action besides walking. You still waste a different spell you have available. Value: 400 gold

18) Calming Potion: Recover all lost Mind Points. Value: 250 gold

19) Potion of Focus: +4 to Saves and Checks until you receive damage. Value: 300 gold

20) Elixir of Restoration: Full heal, full recovery of Mind Points. Value: 800 gold

Negative side effects when drinking potions

With this variant, drinking potions can have a negative effect. It's appropriate to use it when:

- You want to make the game harder and maintain the tension when the players abuse buffs. This case is mostly about the players relying too much on drinking potions whenever they want to make the game easier than it should be. If you allow them to automatically drink a healing potion whenever they are about to die, they are essentially immortal if they stock up on a dozen healing potions. On a lesser degree, drinking five different potions before entering a boss room can make the final showdown underwhelming. An easy way to balance this is to add an extra rule to drinking potions. If a hero drinks a potion before 3 rounds have passed since the previous potion he drank, the chemicals of the potions mix in his body and cause unforeseeable random side effects.

- The players want to gain something cheaper than normal. This case is for players who are rushing to gain more powerful potions at a discount, even if they have to risk a side effect. You can allow them to buy expensive potions at half the price, but with a random negative side effect because they are of lesser quality.

Random negative side effect list (roll an 8-sided die)

1) Sleep: The hero falls asleep for 1 round (can't attack, defend or move).

2) Heartburn: The hero screams from discomfort, increasing the alertness of surrounding monsters (they either increase in number or are stronger in battle)

3) Stomach ache: For the next 3 rounds, the hero's statistics are halved.

4) Dizziness: For the next 3 rounds, the hero can't use abilities of spells.

5) Poisoning: The hero's wounds thereafter can't be healed until he is cured of the poison.

6) Neutralizing: The potion has no effect.

7) Cold fever: For the next 3 rounds, the hero rerolls all successful dice.

8) Hallucination: For the next 3 rounds, the hero's action has a 50% chance to change target (instead of a monster, he attacks an ally, instead of casting a spell on an ally, he casts it on a monster)

Erratic potion effects

With this variant, drinking potions can have effects with varying results. Potions become less or more potent at random. Any potion that grants 2 or more dice or dice sides, will either grant 1 less or 1 more. Whenever a hero drinks a potion, roll a 6-sided die.

1: The potion has no effect

2: The potion is less potent than normal (-1 to its effect)

3-4: The potion works as intended

5: The potion is more potent than normal (+1 to its effect)

6: The potion has its effect doubled

Some random threads I found about potion cards

https://www.reddit.com/r/Heroquest/comments/yfuzqq/potions_for_a_potion_deck_part_1/

https://www.reddit.com/r/Heroquest/comments/yfv55u/potions_for_a_potion_deck_part_2/



VARIANT NO.34) RULES FOR SPELLCASTING

1) Spell failure: Spellcasters in this variant can wear armor and use powerful weapons, but every time they cast a spell there is a chance the spell will fail. This variant makes the wizard more durable and able to fight in melee, but also increases the odds of his spells failing. The elf is penalized even more, since he normally has no problem wearing armor. A spellcaster (or anyone else using magic scrolls) needs to make a spell failure check (see the variants on Mind Points) every time he suffers penalties from equipment weight (see the variants on Equipment), poisons, and injuries (see the variants on Body Points). A No movement bonus gives him a +2 to checks (see the variants on Movement) while having Burst gives him a +1 (see the variants on Body Points). A spell failure check is essentially a Will Save with the difficulty being the penalties amassed by various restrictions.

2) Free targeting: A spellcaster can target anything with a spell, including monsters with a healing spell, or objects with an attack spell. Undead can be hurt by healing, while objects can be destroyed with magic that normally targets only monsters.

3) Magic damage: Damage from spells reduces Mind Points instead of Body Points (see the variants on Mind Points).

Alternative Spell Categories

The original spells mostly suck while half of the stuff the evil mages can do are very cool. I took those, threw in all the extra stuff you are given in Wizards of Morcar, and made a far more fun categorization of spells. In this variant each category of magic has 5 spells instead of 3, so the wizard will not be a glass cannon who can be useful only a few times. There are 3 more spells mentioned after the 5, which count as advanced and spellcaster can learn them 1 at a time if he has gathered enough Fame Points.

Notice: If you want to keep the Magic Damage variant, all damage caused by the spells below causes Mind Point damage instead of Body Point damage.

Air (a Spellcaster who uses such spells is called an Aeromancer)

- Veil of Mist: The heroes can move past monsters for 1 round.
- Dissipate: The area clears of poisonous gases, smoke, or fog, ending the hazard.
- Thunderbolt: Attacks all living targets in a straight line. Any target that fails a Fortitude Save gets shocked and has halved attack and defense for 1 round.
- Enchant Weapon (Thunder): A close-combat weapon is enchanted with the power of thunder. Any target that gets hit and fails a Fortitude Save gets shocked and has halved attack and defense for 1 round. The spell breaks when the battle ends or the one holding the weapon gets injured.
- Summon Lesser Air Elemental: See the Monster Matrix for Elementals.
- Toxic Cloud: All living creatures in an area that fail a Fortitude Save, lose 1 attack and 1 defense die for the rest of the battle.
- Asphyxiation: A living creature that fails 2 Fortitude Saves in a row, loses 3 Body Points.
- Summon Greater Air Elemental: See the Monster Matrix for Elementals.

Earth (a Spellcaster who uses such spells is called a Geomancer)

- Rock Skin: Roll 2 extra defense dice until you are wounded or the battle ends.
- Pass through Stone: Target can pass through walls for 1 turn, but is not allowed to end its movement on a room that does not exist in the quest.
- Earthquake: Turns 4 tiles in line of sight into pit traps, including those that are occupied by creatures. Monsters can't ignore them.
- Enchant Weapon (Earth): A close-combat weapon is enchanted with the power of earth. Any target that gets hit and fails 2 Fortitude Saves becomes stone until he succeeds at a following Fortitude Save. While petrified, the target can't do anything and rolls 4 extra defense dice. Creatures made of stone are immune to this spell. The spell breaks when the battle ends or the one holding the weapon gets injured.
- Summon Lesser Earth Elemental: See the Monster Matrix for Elementals.
- Petrify: The target needs to be adjacent to the spellcaster. If he fails in 2 Fortitude Saves in a row, he becomes stone until he succeeds at a following Fortitude Save. While petrified, the target can't do anything and rolls 4 extra defense dice. Creatures made of stone are immune to this spell.
- Stone Door: A stone door appears on a wall without a door that leads to a new room (if the Quest does not allow a room there, then the room is an empty dead end).
- Summon Greater Earth Elemental: See the Monster Matrix for Elementals.

Fire (a Spellcaster who uses such spells is called a Pyromancer)

- Fireball: Attack with 2 dice. If the target fails a Fortitude Save is set on fire and he loses 1 Body Point.
- Fireblast: 1 attack die on everyone in a room or a linear corridor, minus the spellcaster. Any target that fails a Fortitude Save is set on fire and loses 1 Body Point.
- Wall of Fire: 2x2 barrier, 1 Body Point, 6 defense dice, creatures can pass through it but have to succeed at a Fortitude Save or is set on fire and suffers 2 Body Points of damage.
- Enchant Weapon (Fire): A close-combat weapon is enchanted with the power of fire. Any target that gets hit and fails a Fortitude Save is set on fire and loses 1 Body Point. The spell breaks when the battle ends or the one holding the weapon gets injured.
- Summon Lesser Fire Elemental: See the Monster Matrix for Elementals.

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- Huge Fireball: Attack with 3 dice. If the target fails a Fortitude Save is set on fire and he loses 2 Body Points.
- Firestorm: 2 attack die on everyone in a room or a linear corridor, minus the spellcaster. Any target that fails a Fortitude Save is set on fire and loses 2 Body Points.
- Summon Greater Fire Elemental: See the Monster Matrix for Elementals.

Ice (a Spellcaster who uses such spells is called a Cryomancer)

- Ice Bridge: Close pits or chasms with up to 6 ice blocks so you can cross them with no harm.
- Wall of Ice: 2x2 barrier, 1 Body Point, 6 defense dice
- Frost: 1 attack die on everyone in a room or a linear corridor, minus the spellcaster. Any target that fails 2 Fortitude Saves in a row gets frozen and misses its next turn.
- Enchant Weapon (Ice): A close-combat weapon is enchanted with the power of ice. Any target that gets hit and fails 2 Fortitude Saves gets frozen and misses its next turn. The spell breaks when the battle ends or the one holding the weapon gets injured.
- Summon Lesser Ice Elemental: See the Monster Matrix for Elementals.

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- Ice Spear: 3 attack die on a single target. If that target fails 2 Fortitude Saves in a row it gets frozen and misses its next turn.
- Ice Storm: 2 attack die on everyone in a room or a linear corridor, minus the spellcaster. Any target that fails 2 Fortitude Saves in a row gets frozen, can't defend, and misses its next turn.
- Summon Greater Ice Elemental: See the Monster Matrix for Elementals.

Light (a Spellcaster who uses such spells is called an Exorcist)

- Blessing: The team is cured of all curses from spells or items, and gets immunity to all curses during the next battle.
- Aura: The target glows until he gets injured. He and anyone close to him can see normally even in darkness or fog. Undead creatures avoid him if possible, and when they attack him they roll 2 less dice in attack (with a minimum of 1).
- Turn Undead: All Undead in an area make a Fortitude Save. Those that fail suffer 1 Body Point of damage and flee from the area for 1 round.
- Blinding Flash: All living creatures in a room (excluding the spellcaster) must succeed at a Will Save. Any target that fails the Will Save gets dazed by the light and has halved attack and defense for 1 round.
- Enchant Weapon (Light): A close-combat weapon is enchanted with the power of light. Any Undead or creature of Darkness that gets injured and fails a Fortitude Save loses 1 extra Body Point. The spell breaks when the battle ends or the one holding the weapon gets injured.

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- Beacon of Hope: The team is immune to all mind-affecting effects until the end of battle.
- Sanctify: An area becomes holy until the end of the quest. All Undead in it or which try to cross it make a Fortitude Save. Those that fail suffer 1 Body Point of damage and flee from the area for 1 round.
- X-Rays: You see behind all walls in a radius of 5X5.

Darkness (a Spellcaster who uses such spells is called a Warlock)

- Fearful Presence: All living creatures in a room (excluding the spellcaster) must succeed at a Will Save. Any target that fails becomes panicked and flees the area for 1 round.
- Demonform: You turn someone (including yourself) into a flying demon. The target will roll 1 extra attack dice, will have +1 Power because of higher ground, and will be able to fly over ground units, obstacles, and traps. This spell lasts for 3 rounds or until the target is damaged.
- Magical Darkness: An area fills with magical darkness where no creature can see inside besides the spellcaster. No attacks or defends are allowed while in that area, but creatures can move as normal and can see the exit out of the area. This spell lasts for 3 rounds.
- Cursed Transformation: A target that fails 2 Will Saves in a row gets cursed and transforms into a harmless animal, such as a frog or a mouse. Only divine blessing can revert him back to normal. Doesn't have an effect on named monsters (lieutenants and bosses).
- Summon Succubus: See the Monster Matrix for Demons.

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- Control Demon: A demon must succeed at 2 Will Saves in a row or comes under your control until the end of battle.
- Terrifying Presence: All living creatures in a room (excluding the spellcaster) must succeed at 2 Will Saves in a row. Any target that fails becomes so afraid it cowers on the ground until the end of battle.
- Summon Gargoyle: See the Monster Matrix for Demons.

Nature (a Spellcaster who uses such spells is called a Druid)

- Cure: The team is cured of all poison damage and poison debuffs, plus it gets immunity to all poisons during the next battle.
- Sleeping Pollen: Cast before a battle. Every living creature within an area that fails a Will Save does nothing until it gets attacked.
- Binding Vines: Up to 6 squares fill with vines that entangle the creature standing there. Any target that fails a Fortitude Save can't move until it succeeds in a following turn.
- Barkskin: The target rolls 1 extra defense die and gets +1 Block until the end of a battle.
- Twist Wood: A wooden object or weapon deforms and becomes unusable.

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- Uproot: Roots fill an area, deactivating all traps and making all enemies to have halved defense dice for 1 round.
- Woodify: A living creature must succeed at 2 Fortitude Saves in a row or it turns into a harmless tree.
- Summon Dryad: See the Monster Matrix for Wood Elves.

Beast (a Spellcaster who uses such spells is called a Beast Master)

(The spellcaster gets a non-combatant animal familiar when he chooses this category, which on his turn moves with two dice. It can look at corridors or rooms with open doors, but can't search, open doors, or interact with traps. It can also cast spells on the spellcaster's behalf. The spellcaster can't use a second spell in the same turn).

- Taming: Works only on insects, wild animals, and beasts. If the target fails a Will Save it is no longer hostile towards you until you attack it.
- Bestial transformation: A humanoid ally turns to a beast and rolls 2 extra attack dice until it gets injured or the battle ends.
- Battle mode familiar: The familiar you control turns into a beast that can attack with 3 attack dice and defend with 3 dice. It can't cast spells while in this form. Spell lasts until it gets injured or the spellcaster ends it willingly.
- Human mode familiar: The familiar you control turns into a humanoid and can be equipped with whatever the other heroes can give it. Without any equipment it can attack with 2 attack dice and defend with 2 dice. It can't cast spells while in this form. Spell lasts until it gets injured or the spellcaster ends it willingly.
- Frenzy: If a sentient enemy fails at 2 Will Saves in a row, it becomes frenzied and attacks its allies. Doesn't have an effect on named monsters (lieutenants and bosses).

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- Keen senses: For the next 3 rounds, you automatically find traps, treasures, and secret passages.
- Wild Tongue: You command an insect, wild animal, or beast to tell you what lies ahead (the next area is fully explored).
- Summon Warbear: See the Monster Matrix for Beastmen.

Spirit (a Spellcaster who uses such spells is called a Shaman)

- Dispell: Targeted spellcaster loses 1 spell (at random if needed) if he fails a Will Save. It can be played as an instant during the enemy's turn.
- Astral projection: See the contents of still hidden areas around the caster.
- Possession: Take control of a living target until he breaks free with a Will Save (once every round).
- Enchant Weapon (Spirit): A close-combat weapon is enchanted with the power of spirits. Any creature it attacks that fails a Will Save can't defend the spectral attack of the weapon. The spell breaks when the battle ends or the one holding the weapon gets injured.
- Summon Dybbuk: See the Monster Matrix for Undead.

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- Soul trap: All living target in an area that fail a Will Save, come under the caster's control until all non-affected visible enemies are defeated.
- Soul Bond: Caster and ally share the same pain and emotions. Whenever one is healed or injured, so does the other. The spell ends at the end of a battle.
- Summon Ghost: See the Monster Matrix for Undead.

Necromancy (a Spellcaster who uses such spells is called a Necromancer)

- Chilling touch: If the target fails a Will Save its attack and defense are halved for 1 round. Works only on living creatures.
- Life Drain: If the target fails a Fortitude Save it loses 1 Body Point and the spellcaster gains 1 Body Point. Works only on living creatures.
- Summon Skeletons: You summon 2 skeleton warriors next to you, which you control.
- Raise dead: A dead creature returns as a zombie under your control. It has half the Body Points rounded up, halved movement, and can't cast spells. This spell can't be cast on defeated Undead.
- Resurrect: One dead hero returns to life with 1 Body Point.

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- Life Steal: If the target fails a Fortitude Save it loses 1 Body Point and the spellcaster gains 1 Body Point. Repeat this procedure in the same turn until the target runs out of Body Points or succeeds at a Fortitude Save. Works only on living creatures.
- Death touch: If the target fails a Will Save its attack and defense are halved for the rest of the battle. Works only on living creatures.
- Restoration: One dead hero returns to life with full Body Points.

Metal (a Spellcaster who uses such spells is called an Alchemist)

- Identify: Unknown potion or magic scroll gets identified.
- Rust: Metallic object rusts and crumbles. Doesn't work on Animated Constructs or Artifacts.
- Metalskin: Target gains 1 extra attack and defense die until he gets injured or the battle ends.
- Galvanize: All damaged and rusty metallic weapons and armors inside a room become good as new.
- Chemical reaction: A potion changes its property to any other potion of your choice with up to 100 more gold in value.

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- Melt: Metallic object heats and melts. The creature holding or wearing it loses 1 Body Point. Doesn't work on Animated Constructs or Artifacts.
- Oxidation: All metallic objects in an area, or on a single creature rust and crumble. If it's an Animated Construct, it is destroyed. Doesn't work on Artifacts.
- Transmute: A metallic item turns to gold, losing its properties, but quadrupling its value.

Illusion (a Spellcaster who uses such spells is called an Illusionist)

- Invisibility: Target can't attack or be attacked until he chooses to end the spell or an outside force causes it.
- Illusory Transformation: You or any ally assumes the form of any creature or object you want. The change is illusory, the target doesn't lose or gain any abilities this way, but he can be used to trick monsters. The spell ends when the target gets attacked or the spellcaster wills it.
- Mirror Image: 50% chance for any attack to miss the target of this spell. Spell breaks when the target gets injured or the battle is over.
- Hypnotic terror: Makes target unable to attack and to cower on the ground defenseless for 1 round, if he fails at a Will Save.
- Lure: You create an illusion of something the targets are after which runs away 12 squares. Any enemy who is not engaged in battle with you and fails at a Will Save will chase after the Lure if it's something they are after. The Lure disappears next turn and the enemies return to where they were earlier.

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- Cloaking Screen: All creatures in an area can't attack or be attacked until they choose to end the spell or an outside force causes it.
- Mirage: All creatures in an area and the environment assume the form of any creature or object you want. The change is illusory, the targets don't lose or gain any abilities this way, but they can trick monsters. The spell ends when a target gets attacked or the spellcaster wills it.
- Mass Hysteria: Makes all creatures in an area unable to attack and to cower on the ground defenseless for 1 round, if they fail at a Will Save.

Time (a Spellcaster who uses such spells is called a Temporal Walker)

- Time Stop: Target moves and attacks twice, once.
- Time Loop: Target repeats the same action next round, at the same target, regardless of having spent a potion or a spell.
- Time Slow: Target that fails at a Will Save suffers from Slowness (halved movement, attack and defense dice). He can try to break the spell next turn. The difficulty decreases by 2 with each new attempt.
- Time Reset: Target undoes and repeats its round (notes must be kept so you will know the damage or the effects that reset).
- Time Travel: Target that fails at a Will Save disappears and reappears on the same square after 2 rounds.

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- Future self: Create a copy of a creature, with the same statistics and equipment. It goes away after 3 rounds along with its equipment.
- Time Bubble: Disregard the recent turn results for all heroes and monsters and repeat it with new dice rolls (notes must be kept so you will know the damage or the effects that reset).
- Déjà vu: Target has the same die roll results in his next round if he performs the same type of action.

Displacement (a Spellcaster who uses such spells is called a Telekinetic)

- Telekinesis: Move target in any spot within line of sight. The target can be an object or a creature. Wherever the target stops, it can't move or let other creatures pass by it for 1 turn. Alternatively, this spell opens a door, turns a lever, or brings to you a dropped item within line of sight.
- Teleport: Target moves instantly in any revealed square on the board.
- Phasing: Pass through walls for 1 round.
- Switch: This spell works as an instant, during the enemy's turn. Choose two targets, objects or creatures. Switch them positions when an enemy is about to do something, so he will aim the switched target.
- Materialize: Turn Incorporeal creature into Corporeal.

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- Gate to the Spirit Realm: All allies become Incorporeal and gain the benefits of the ability. They can only attack other Incorporeal creatures. The spell ends when the Spellcaster wills it.
- Entomb: Target must succeed at 3 Fortitude Saves in a row, or it teleports inside solid stone, dying instantly.
- Incarnation: Turn all Incorporeal creatures in line of sight into Corporeal.

Gravity (a Spellcaster who uses such spells is called an Esper)

- Hover: The target moves over pits or other ground hazards with no problem for 1 turn. He also gains all Flight bonuses.
- Pressure: Every creature in an area other than the Spellcaster must succeed at a Fortitude Save or to have its movement, attack, and defense dice halved. The effect ends when the creature succeeds at a Fortitude Save in a following round. Difficulty decreases by 1 in every round.
- Pull or Push: The target must succeed at a Fortitude Save or be pulled toward the spellcaster, stopping in front of him or when it encounters a different creature. Alternatively the target is pushed away from the spellcaster until it encounters a wall or a different creature. This counts as an instant spell, and the spellcaster is allowed to perform another action.
- Reflect Spell: This spell can be played as an instant during an enemy's turn. A spell that is directed towards you or an ally switches target (at random if needed).
- Implode: The target must keep trying to succeed at a Fortitude Save or be slowly torn to pieces, effectively losing 1 Body Point with each failed attempt. The difficulty decreases by 2 with each attempt.

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- Anti-Gravity field: All creatures in an area move over pits or other ground hazards with no problem for 1 turn. They also gain all Flight bonuses.
- Gravity Well: Every creature in an area other than the Spellcaster must succeed at a Fortitude Save or be moved at the same specific square the Spellcaster designates within his line of sight. All creatures drawn to that square can't move, attack, or defend. The effect ends for each creature separately when it succeeds at a Fortitude Save in a following round. Difficulty decreases by 1 in every round.
- Singularity: Every creature in an area other than the Spellcaster must succeed at 2 Fortitude Saves in a row or be sucked into a tiny black hole that kills them instantly, leaving no traces of their bodies.

Variant No.35) Magic Scrolls

- Magic scrolls are a way for a Spellcaster to use more spells during a Quest.
- It's also a way for non-Spellcasters to use magic.
- As with normal spells, there is a chance for the spell to fail because of Spell Failure.
- As with Potions, for a hero to use one he has to hold it with one hand.
- Magic scrolls are essentially any spell or potion in written form.
- On paper, magic scrolls are far superior to Potions since they have no weight and don't take up as much space in one's backpack, in case you use the Carrying Capacity variant. If you ever want to place a value on them, it should be higher than the one for the potion or spell they imitate.

What follows is a list with numbers for random results whenever you find a scroll.

- 1) **Scroll of Might:** +2 Power until end of battle or you miss in an attack. Value: 200 gold
- 2) **Scroll of Bravery:** Attack twice until end of battle or you miss in an attack. Value: 200 gold
- 3) **Scroll of Protection:** +2 Block dice until end of battle or you miss in an attack. Value: 150 gold
- 4) **Scroll of Healing:** +4 Body Points. Value: 250 gold
- 5) **Scroll of Luck:** Each round reroll any 2 dice you like until you miss an attack, get injured, or fail a Check. Value: 120 gold
- 6) **Scroll of Speed:** Doubles movement for as long as you don't perform any other action besides running. Value: 100 gold
- 7) **Holy Scroll:** Instantly kills a mundane Undead. Value: 500 gold
- 8) **Scroll of Body Poisoning:** Lose 1 Body Point.
- 9) **Scroll of Mind Poisoning:** Lose 1 Mind Point.
- 10) **Scroll of Weakening:** Lose 1 Power.
- 11) **Scroll of Feebleness:** Lose 1 Block.
- 12) **Scroll of Slowness:** Halve movement.
- 13) **Scroll of Fear:** Be unable to fight in the next battle for 3 rounds.
- 14-17) **Unknown Scroll:** The scroll has no text on it. You don't know its effects until it is used (roll the die when you do) or you pay 100 gold to a scribe to identify it.
- 18) **Scroll of Cure:** Negates the effects of a poison. Value: 400 gold
- 19) **Scroll of Bane:** Cures magical transformations (curses) to other creatures. Value: 200 gold
- 20) **Scroll of Magic Resistance:** Negate the effects of one spell on you (not curses). Value: 300 gold
- 21) **Scroll of Magic Aptitude:** Cast 2 different spells in the same round, until you take any other action besides walking. Value: 300 gold
- 22) **Scroll of Wizardry:** Casts the same spell twice in the same round, until you take any other action besides walking. You still waste a different spell you have available. Value: 500 gold
- 23) **Scroll of Calming:** Recover all lost Mind Points. Value: 300 gold
- 24) **Scroll of Focus:** +4 to Saves and Checks until you receive damage. Value: 400 gold
- 25) **Scroll of Restoration:** Full heal, full recovery of Mind Points. Value: 1000 gold

The rest of the scrolls copy a spell, so check what the spell does for specifics.

Air

- 26) **Veil of Mist**
- 27) **Dissipate**
- 28) **Thunderbolt**
- 29) **Enchant Weapon (Thunder).**
- 30) **Summon Lesser Air Elemental.**
- 31) **Toxic Cloud**
- 32) **Asphyxiation**
- 33) **Summon Greater Air Elemental**

Earth

- 34) **Rock Skin**
- 35) **Pass through Stone**
- 36) **Earthquake**
- 37) **Enchant Weapon (Earth)**
- 38) **Summon Lesser Earth Elemental**
- 39) **Petrify**
- 40) **Stone Door**
- 41) **Summon Greater Earth Elemental**

Fire

- 42) Fireball**
- 43) Fireblast**
- 44) Wall of Fire**
- 45) Enchant Weapon (Fire)**
- 46) Summon Lesser Fire Elemental**
- 47) Huge Fireball**
- 48) Firestorm**
- 49) Summon Greater Fire Elemental**

Ice

- 50) Ice Bridge**
- 51) Wall of Ice**
- 52) Frost**
- 53) Enchant Weapon (Ice)**
- 54) Summon Lesser Ice Elemental**
- 55) Ice Spear**
- 56) Ice Storm**
- 57) Summon Greater Ice Elemental**

Light

- 58) Blessing**
- 59) Aura**
- 60) Turn Undead**
- 61) Blinding Flash**
- 62) Enchant Weapon (Light)**
- 63) Beacon of Hope**
- 64) Sanctify**
- 65) X-Rays**

Darkness

- 66) Fearful Presence**
- 67) Demonform**
- 68) Magical Darkness**
- 69) Cursed Transformation**
- 70) Summon Succubus**
- 71) Control Demon**
- 72) Terrifying Presence**
- 73) Summon Gargoyle**

Nature

- 74) Cure**
- 75) Sleeping Pollen**
- 76) Binding Vines**
- 77) Barkskin**
- 78) Twist Wood**
- 79) Uproot**
- 80) Woodify**
- 81) Summon Dryad**

Beast

- 82) Taming**
- 83) Bestial transformation**
- 84) Battle mode familiar** (requires familiar)
- 85) Human mode familiar** (requires familiar)
- 86) Frenzy**
- 87) Keen senses**
- 88) Wild Tongue**
- 89) Summon Warbear**

Spirit

- 90) Dispell**
- 91) Astral projection**
- 92) Possession**
- 93) Enchant Weapon (Spirit)**
- 94) Summon Dybbuk**
- 95) Soul trap**
- 96) Soul Bond**
- 97) Summon Ghost**

Necromancy

- 98) Chilling touch**
- 99) Lifedrain**
- 100) Summon Skeletons**
- 101) Raise dead**
- 102) Resurrect**
- 103) Life Steal**
- 104) Death touch**
- 105) Restoration**

Metal

- 106) Indentify**
- 107) Rust**
- 108) Metalskin**
- 109) Galvanize**
- 110) Chemical reaction**
- 111) Melt**
- 112) Oxidation**
- 113) Transmute**

Illusion

- 114) Invisibility**
- 115) Illusory Transformation**
- 116) Mirror Image**
- 117) Hypnotic terror**
- 118) Lure**
- 119) Cloaking Screen**
- 120) Mirage**
- 121) Mass Hysteria**

Time

- 122) Time Stop**
- 123) Time Loop**
- 124) Slow**
- 125) Time Reset**
- 126) Time Travel**
- 127) Future self**
- 128) Time Bubble**
- 129) Déjà vu**

Displacement

- 130) Telekinesis**
- 131) Teleport**
- 132) Phasing**
- 133) Switch**
- 134) Materialize**
- 135) Gate to the Spirit Realm**
- 136) Entomb**
- 137) Incarnation**

Gravity

138) Hover

139) Pressure

140) Pull or Push

141) Reflect Spell

142) Implode

143) Anti-Gravity field

144) Gravity Well

145) Singularity

ADDED FEATURE NO.14) RESOURCE MANAGEMENT

The following additions to the rule exist for adding some realism to the game and to make it more complex, so it is advised not to be used with rookie players.

1) Carrying capacity

Every hero cannot carry infinite amounts of items. Most items weight a lot and lower his Speed (see Movement Penalty).

The heroes can still gain more spaces with one of the following methods:

- Loot piles: The heroes can make piles of the items they can't carry with them, and which they can take on their way out of the dungeon, or when they backtrack to get something, if it's possible. Quite often the heroes will have to exit the dungeon in a hurry because of pressure of time so they can only leave with what they can carry outside before time runs out. Also any monsters they will encounter on their way to the exit will often steal the piles and run off.

- Mule: The mule costs 500 gold, has 20 spaces for carrying items, and can move 10 spaces. It normally waits at the entrance and follows the heroes in other rooms only if they are cleared of monsters and traps. If a trap or a monster ever attack it, it will run away scared at the entrance and leave the board, taking with it anything it carries.

- Cart: The cart costs 800 gold, and has 30 spaces for carrying items. A hero has to pull it in other rooms with halved movement only if they are cleared of monsters and traps.

- Bag of Holding: The bag costs 1000 gold, and has 10 spaces for carrying items. A hero can carry it with no restrictions.

Notice: In this variant, doors are 2 squares wide thus mules and carts fit through them.

2) Ammunition

Long-range weapons don't have infinite ammunition. Arrows or bolts get depleted and need to be replenished. A full quiver of arrows or a belt bag of bolts has 20 projectiles and costs 100 gold. They take up 1 space in a backpack.

3) Forging and Mending

Weapons and armor get damaged after being used a lot (see the Equipment Break variants). After every quest, the heroes have to give their equipment to a blacksmith or a magical clothier.

- Fixing: Costs a fifth of an item's value. It removes any damage caused during combat.

- Maintenance: Costs a quarter of an item's value. It removes dust and weathered parts so it can be used as new again.

- Conversion: Costs a third of an item's value. It changes racial proficiency to one a hero requires.

- Rebuild: Ruined equipment (broken weapons or shredded clothes) costs twice an item's value to be made good as new.

4) Crafting

Not every item can be available in shops all the time. Some of them will unlock only if the characters bring back a certain amount of materials they find in their quests. This offers a mini game of resource gathering and item crafting. Each quest can have specific materials in certain rooms, such as horned rat tails, or black spider cobwebs. By finding such a material whenever the heroes search for treasure, they unlock certain potions or even magic equipment in the shops.

5) No gold, only items

Any gold the heroes find during a mission is useless until they get to a shop after the quest is over. Consider the no gold variant, where the only treasure the heroes find is items. Gold in this case is replaced with items of a certain value in gold. Whenever you find treasure, you either replace it with an item of that value or you put it in a pool so the next treasure you find will produce an even better item.

6) The wandering merchant or the dungeon shop

Consider a Fate card or a random event or a key room in every quest to mention a merchant the heroes can exchange or buy items from when they need them the most (not after the quest is over).

ADDED FEATURE NO.15) VISITING BUILDINGS BETWEEN QUESTS

Building the heroes can visit between Quests, and the benefits they can get from each building depending on the fame they have amassed from their Quests.

A) Smithy

The heroes can buy weapons and pieces of armor, as well as fix their damaged equipment.

- 0 Fame: Attack value 1 weapons are available. Defense value 1 armors are available.
- 20 Fame: Attack value 2 weapons are available.
- 40 Fame: Defense value 2 armors are available.
- 60 Fame: Attack value 3 weapons are available.
- 80 Fame: Defense value 3 armors are available.
- 100 Fame: You can get a job as a Blacksmith (20% discount on all prices).
- 120 Fame: Templates 1-3 for armor are available.
- 140 Fame: Attack value 4 weapons are available.
- 160 Fame: Defense value 4 armors are available.
- 180 Fame: Templates 1-6 for weapons are available.
- 200 Fame: Templates 4-6 for armor are available.
- 220 Fame: Attack value 5 weapons are available.
- 240 Fame: Defense value 5 armors are available.
- 260 Fame: Templates 7-12 for weapons are available.
- 280 Fame: Templates 7-9 for armor are available.
- 300 Fame: Attack value 6 weapons are available.
- 320 Fame: Defense value 7 armors are available.
- 340 Fame: Templates 13-18 for weapons are available.
- 360 Fame: Templates 10-12 for armor are available.

If you include the Equipment Damage variant in your game, the heroes can also repair their damaged weapons and armor (see previous page for the cost).

The smithy will also agree to buy all the weapons and the pieces of armor of the monsters you looted, at 1/8th of their buying value instead of the usual 1/10th.

If you bring to the Smithy any forging tools and materials you might have found in a Forge during a quest, you get a 50% discount on a weapon or a piece of armor you want to buy.

B) Tavern

- 0 Fame: The heroes can buy Brews (simple potions).

- 20 Fame: The heroes can have a feast here that can boost their morale and statistics. The boost depends on how many Feast Points they spend. Any rations of food the heroes find and bring back from a quest can be used for Feast Points. Each ration is worth the Difficulty Level of the Quest they were taken from in Feast Points. When given for a feast, these are the bonuses during the following quest:

- 10 Feast Points: 1 extra Mind Point.
- 20 Feast Points: 1 extra Mind Point & 1 extra Body Point.
- 30 Feast Points: 1 extra Mind Point & 1 extra Body Point & 1 Power.
- 40 Feast Points: 1 extra Mind Point & 1 extra Body Point & 1 Power & 1 Block.

- 100 Fame: You can get a job as a Publican. This lowers the cost of Brews and Tonics by 20%. It also lowers the required Feast Points for the above bonus by 5.

- 150 Fame: The heroes can buy Tonics (Magic Potions at half price with a possible negative effect).

- 200 Fame: The heroes can hire other adventurers for 1 mission (starter NPC heroes that they will control). The adventurers will get an even share of experience and loot when the split happens.

- 250 Fame: A hero who is a Publican can attempt to give other heroes and adventurers a Placebo (fake Magic Potion) and keep the income for himself.

C) Inn

- 0 Fame: The heroes can heal their wounds in inns. In the core game this happens for free, but you can add an extra layer of difficulty by always spending 20 gold per person for the stay and then 10 gold per Body Point or Mind Point they want to heal. If they have familiars or pets or mounts they intend to bring with them, the cost is 10 gold per creature.
- 25 Fame: By paying 25 gold for the stay, they gain 1 extra Mind Point during the next quest.
- 100 Fame: You can get a job as a Publican. This lowers the cost of staying by 20%.
- 200 Fame: By paying 40 gold for the stay, they gain 1 extra Mind Point & 1 extra Body Point during the next quest.
- 300 Fame: By paying 60 gold for the stay, they gain 1 extra Mind Point & 1 extra Body Point & 1 Power during the next quest.
- 400 Fame: By paying 100 gold for the stay, they gain 1 extra Mind Point & 1 extra Body Point & 1 Power & 1 Block during the next quest.

D) Temple

- 0 Fame: The heroes can revive their fallen comrades in temples by paying 1000 gold. The cost increases by 1000 gold each time you want to repeat this. They can be in dept, but they are not allowed to buy new equipment or receive any buffs from other buildings until they pay back the dept.
 - If you bring any religious relics you might have found in an Altar during a quest, you get a 50% discount on a revival.
 - You can pay a point of Charisma (see Good Deeds) to revive someone for free. The cost increases by 1 point each time you want to repeat this.
- 50 Fame: The heroes can get rid of curses for free.
- 100 Fame: You can get a job as a Priest (20% discount when reviving fallen heroes).
- 200 Fame: The heroes gain 3 Fate Tokens with which they are allowed to reroll dice during a quest. The dice have to be of a specific type (Attack, Defense, Fortitude, Will)
- 300 Fame: The Tokens become 5.
- 400 Fame: The Tokens become 8.

E) Guild

- 0 Fame: A hero can increase his Military Rank here with experience points.
- 50 Fame: A hero can increase the Level of the Buffs of a Military Rank by paying Charisma Points equal to the level you want to gain.
- 100 Fame: You can get a job as a Quartermaster (20% discount on gold costs at the Guild).
- 150 Fame: A hero can learn any ability outside his class he likes by paying 500 gold.
- 200 Fame: A hero can hire Mercenaries. 5 Ornaments that the heroes found during a quest, can be used for hiring a Mercenary for free.
- 300 Fame: A hero can hire Sergeants. 10 Ornaments that the heroes found during a quest, can be used for hiring a Sergeant for free.
- 400 Fame: A hero can hire Generals. 20 Ornaments that the heroes found during a quest, can be used for hiring a General for free.

F) Alchemist Shop

The Alchemist Shop will agree to buy all the potions of the monsters you looted, at 1/8th of their buying value instead of the usual 1/10th.

- 0 Fame: The alchemist will identify any unknown potion you might have found for 200 gold each.
- 25 Fame: The heroes can buy magic potions. If you bring any alchemy ingredients you might have found in a Cupboard during a quest, you get a 50% discount on 3 potions you want to buy.
- 100 Fame: You can get a job as an Alchemist.
- 200 Fame: Elixirs become available. Only 1 random elixir can be available between quests.
- 300 Fame: 3 random elixirs can be available between quests.

G) Magic Clothing Shop

The heroes can buy new pieces of magic armor in a clothing shop, custom-made for spellcasters. The magic clothing shop will agree to buy all the pieces of magical armor of the monsters you looted, at 1/8th of their buying value instead of the usual 1/10th.

- 0 Fame: If you include the Equipment Damage variant in your game, then the heroes can also mend their damaged pieces of magic armor at cost of a quarter of the buying value, per fix.
- 40 Fame: Defense value 1 armors are available. If you bring any furs and garments you might have found in a Closet during a quest, you get a 50% discount on a piece of magical armor you want to buy.
- 80 Fame: Defense value 2 armors are available.
- 100 Fame: You can get a job as a Magic Clothier.
- 120 Fame: Defense value 3 armors are available.
- 160 Fame: Templates 1-3 for armor are available.
- 200 Fame: Defense value 4 armors are available.
- 240 Fame: Templates 4-6 for armor are available.
- 280 Fame: Defense value 5 armors are available.
- 320 Fame: Templates 7-9 for armor are available.
- 360 Fame: Defense value 6 armors are available.
- 400 Fame: Templates 10-12 for armor are available.

H) Magic Scriber's Desk

The scribe will identify any unknown spell scroll you might have found for 200 gold each.

- 50 Fame: The heroes can buy magic scrolls. If you bring any books you might have found in a Bookcase during a quest, you get a 50% discount on 3 scrolls you want to buy.
- 100 Fame: You can get a job as a Magic Scriber.
- 300 Fame: The heroes can buy magic scrolls with improved spells.

I) Magic Academy

An Archwizard will permanently improve one spell of a Spellcaster with 10 Runes that the heroes find on various monsters they defeat.

- 100 Fame: A Spellcaster can get a job as an Archwizard (the cost to improve a spell lowers by 2 Runes).
- 200 Fame: The cost to improve a spell lowers by 2 Runes.
- 250 Fame: The heroes can create their own potions and magic scrolls by combining rare materials they find in quests. The results can have a chance of failure or even different effects of the ones expected.
- 300 Fame: The heroes can permanently enchant their weapons with 20 Runes, giving them a permanent Element or special ability.
- 400 Fame: The heroes can hex the area they will explore next so it can have less severe environmental hazards, or the monsters will be slightly weaker. Several rare ingredients will be needed for that.

Random Town Events

You can optionally roll a 6-sided die whenever the heroes visit a building. The result can modify what normally happens in that building.

- 1: Nothing is out of the ordinary.
- 2: The owner has a stash of rare goods that is 2 levels higher than what your Fame normally allows.
- 3: The owner wants to help you on your quest. You get a 20% discount.
- 4: The owner got sick and didn't open the building. You can't do anything here.
- 5: A thief steals the most valuable item you intended to sell in that building and runs away.
- 6: The owner feels greedy. Everything in the building costs 20% more.

Role playing and unlocking side quests

For those who want some role-playing in this game, you can have small incidents taking place in towns between quests. You will create a Fate Deck for them and each card will represent a topic of discussion or an event. It has to be something very simple such as king, sword, queen, axe, and the players will have to create a story around them. First the Zargon players draw 2 cards and create an incident based on what they represent. Then each other player draws 2 cards and thinks of a response based on those cards, without breaking character (it has to fit the behavior of the hero he controls). The outcome is not decided by a dice roll, but by an evaluation among players. The result will be a mini quest, a brawl, or an agreement between an NPC and a hero. In any case, something has to change in the town or the next quest, or perhaps a smaller homebrewed quest will open up somewhere. The change has to be as organic as possible, based on the behavior and talking of the heroes as a response to the incident. It doesn't have to be something positive or negative all the time, but rather something for making the players think they affect the world in more ways than just swinging a sword.

ADDED FEATURE NO.16) PROFESSIONS

Professions are a way for the heroes to be good at a specific service that is provided by any of the above shops. By getting a job there they can lower the expenses of buying or crafting new items. They also gain specific buffs when they are in certain rooms during a quest. A hero can have only 1 Profession.

A) Blacksmith

A hero who chooses to be a blacksmith offers the following benefits to his team.

- Gives 20% discount when buying weapons or pieces of armor, or repairing damaged weapons and armor.
- Gives free repair of damaged weapons and armor when he is inside a Forge during a quest (the procedure lasts 1 round).
- Finds ingots of rare metals in that room that can be used as ingredients in other shops.

B) Publican

A hero who chooses to be a publican offers the following benefits to his team.

- Gives 20% discount when buying Brews or Tonics.
- Lowers the rations needed for a feast by 5.
- Can sell Placebos for profit.
- Heals his team for 2 Body Points instead of 1 when they are inside a Kitchen during a quest (the procedure lasts 1 round).
- Finds rare cooking herbs in that room that can be used as ingredients in other shops.

C) Inn Keeper

A hero who chooses to be an inn keeper offers the following benefits to his team.

- Gives 20% discount when staying in an inn.
- The heroes heal 2 Body Points and Mind Points instead of 2 when they are inside a Bedroom during a quest (the procedure lasts 1 round).
- Finds rare types of insects and critters while he cleans in that room that can be used as ingredients in other shops.

D) Priest

A hero who chooses to be a priest offers the following benefits to his team.

- Gives 20% discount when reviving fallen heroes.
- Sanctifies the area when he is around an Altar during a quest, making all the monsters in the surrounding rooms and corridors to be either scared or weakened (the procedure lasts 1 round).
- Can have a litany while in that room that creates a powerful spell that can be used as ingredients in other shops (the procedure lasts 1 round).

E) Quartermaster

A hero who chooses to be a guild master offers the following benefits to his team.

- Gives 20% discount when learning a new ability or hiring a Mercenary.
- Organizes his team when they are inside a Living Room during a quest, giving everyone either 1 extra Power or 1 extra Block (the procedure lasts 1 round).

F) Alchemist

A hero who chooses to be an alchemist offers the following benefits to his team.

- Gives 20% discount when buying magic potions.
- Has 2 available Elixirs in the shops instead of 1.
- Can identify unknown potions for free.
- Creates special chemical formulas while he is inside an Alchemist's Laboratory during a quest that can be used as ingredients in other shops (the procedure lasts 1 round).

G) Magic Clothier

A hero who chooses to be a magic clothier offers the following benefits to his team.

- Gives 20% discount when buying magic pieces of armor, or mending magic pieces of armor.
- Gives free repair of damaged magic armor when he is inside Private Quarters during a quest (the procedure lasts 1 round per fix).
- Finds rare types of threads while inside that room that can be used as ingredients in other shops.

H) Magic Scribe

A hero who chooses to be a magic scribe offers the following benefits to his team.

- Gives 20% discount when buying magic scrolls.
- Can identify unknown magic scrolls for free.
- Creates special spells while he is inside a Library during a quest that can be used as ingredients in other shops (the procedure lasts 1 round).

I) Archwizard

A hero who chooses to be an archwizard offers the following benefits to his team.

- Gives a -2 discount in Runes.
- Improves 1 spell while he is inside a Wizard's Study during a quest (the procedure lasts 1 round).

Random Town Events

You can optionally roll a 6-sided die whenever a hero spends some time on his profession. The result can modify what normally happens in that building.

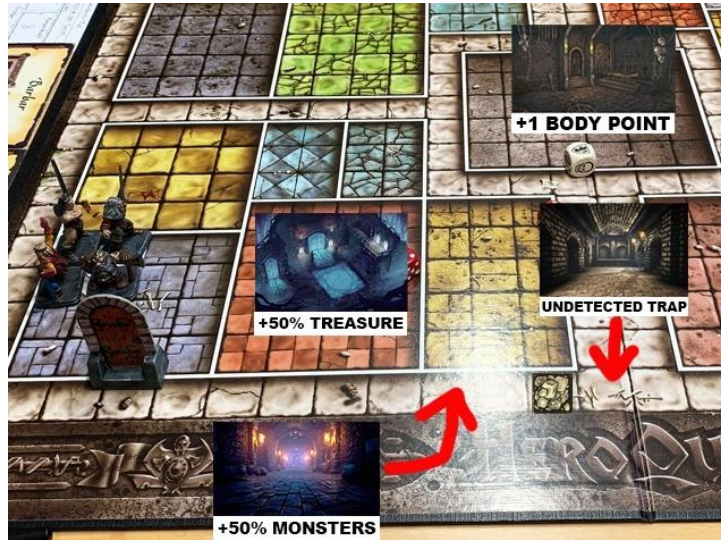
- 1: Nothing is out of the ordinary.
- 2: You have a shipment of rare goods, 2 Levels higher than your Fame.
- 3: The business is going well. You earn gold equal to 5 times your current Fame.
- 4: You met a donator who gifts you 5 of the special items you normally find only on Quests.
- 5: The business is not going well. You lose gold equal to 2 times your current Fame.
- 6: Your recent attempt at the special service you perform was a disaster. You lose the special items you used for a buff.

ADDED FEATURE NO.17)

MAKING EVERY QUEST VISUALLY DISTINCT WITH CARDS AND EVENTS

The lack of walls or overlapping tiles on the board makes every quest to feel like it takes place in the same kind of dungeon. A simple way to fix this is to find cool images of dungeons and cells from the internet, attack small buffs or debuffs to them, and print them in small cards. Every time the heroes explore a new corridor or room, draw one such card along with the Fate cards. It will represent how that place looks like. The end result will be kinda like the photoshopped image you see below. Now every corridor or room has a different look and a special function.

Treat furniture as the identity of the room. They are not there just to block squares, but also to offer features to that room which can be important for having an appropriate mini quest related to that (I will go over those later).



Another method to make quests more distinct is to include Permanent Effects. Permanent Effects are special rules that apply to most parts of the board because of magical, environmental, or terrain specifics.

Proposed list of Permanent Effects

- **Hard to traverse ground:** It is harder to walk on this particular area because of uneven flagstones, mud, partially flooded rooms, snow, and so on. Movement is halved and there is a chance for heroes to slip and fall down during battle. Methods to bypass these effects:
 - a) Any spell that can make you fly
 - b) Special boots, designed to traverse certain terrain (such as the snow boots in The Frozen Horror)
- **Environmental hazards:** The area has harsh climate, such as low temperatures (by ice or snow), high temperatures (by heat wave or fire), or filthy air (toxic gas, smoke, or dust). A Fortitude is required every few rounds and if you fail it your attack and defense lower. Methods to bypass these effects:
 - a) A uniform that can protect from certain hazards, such as a wooly coat that can protect from the cold
 - b) A breathing mask that filters filthy air
- **Hazard ground:** A combination and a far more dangerous effect of the above 2 types, hampering movement AND requiring a Fortitude Save, such as freezing water or toxic waste.



The frozen river tile from The Frozen Throne is one such example

- **Sight blockers:** Whenever the characters can't see ahead clearly because of darkness, fog, smoke, or heavy snowfall, ranged attacks are impossible and close-combat attacks have a 50% to miss their target. Also the characters can't see beyond 3 squares and Search rolls have their difficulty increased by 2. Methods to bypass these effects:

- a) A torch or a lamp that can illuminate a dark area. Static sources of light can be braziers and fireplaces.
- b) A powerful wind spell that can blow away the fog
- c) Supernatural sight that can let you see through darkness of fog (such as the Crown of Darkness).



A brazier

- **Strong wind:** The area has strong wind that makes it impossible to use ranged attacks.

- **Anti-magic:** The area blocks the use of magic spells and magic effects.

- **Structural hazards:** The area has weakened foundations and is full of collapsing ceilings and floors. There is a chance of a cave-in or a rock-fall each round, and the ground can be weak enough to collapse and send a hero down a gorge or the floor below. Methods to bypass these effects:

- a) Any spell that can make you fly
- b) Climbing gear, such as rope with hook

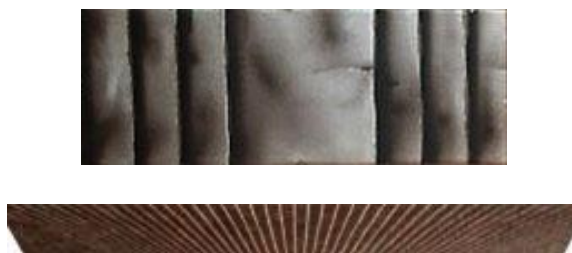


The collapsing floor tile from Kellar's Keep is one such example

Advice for every ambitious Zargon / dungeon master / quest creator out there: Make sure your quest has a theme or style that differs from the previous quests the heroes have gone through. It can be done rather easily by changing the environment with simple features such as the weather (takes place while it's raining or snowing), the area (takes place in a cave or a prison), the lighting (it's daytime or it's nighttime and the torches around you have green fire), the decorations (skulls on the walls, or animal furs on the floor), or the monsters living there (mostly Goblins or mostly Zombies). Once that is done, then give each room and corridor something special. I personally do that in this file with the Fate Deck (more on that later). You can do it by adding a simple description or feature in each room that makes it unique compared to the other rooms and corridors. Yes, it takes time, and HeroQuest is supposed to be a simple game, but if you do that then you enhance the experience and nothing will be 'just another monster' or 'just another room'.

ADDED FEATURE NO.18) THREE-DIMENSIONAL DUNGEONS

With this variant you can have different floors on the same board instead of having to take the staircase and move to an entirely different floor that is disconnected from the previous one. This is achieved with two tiles that give a visual illusion. One is the descending steps tile from Kellar's Keep and the other is a wall with perspective tile from wherever you can find one.

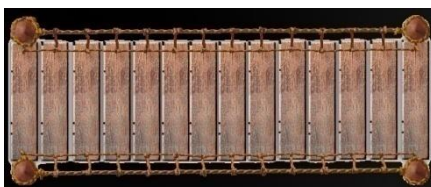


By covering a wall with the vertical wall tile and then placing the steps over it, you can have a visual effect that makes it seem like two rooms are on different floors.



If you want to have randomly generated floors, add STAIRS GOING UP and STAIRS GOING DOWN cards in the Fate deck. Whenever you pull one such card, there will be a vertical wall tile connecting two rooms with a staircase.

You can also have bridges that connect one room with another over corridors that are on a lower floor. If you can find a top down bridge tile like this one:



Then you can have bridges in the quest like this:



If you want to have randomly generated bridges, add BRIDGE cards to the Fate deck. Whenever you pull one, place a bridge on the wall of that room that passes over a corridor.

Q: Why would I want to use such a variant?

A: For creating a more 3-dimensional dungeon that offers a lot more field tactics. Enemies can be firing bows at the heroes from the upper floor and the heroes will have to take the steps or climb. The heroes can push enemies to a lower floor, inflicting fall damage, pinning any other enemy that is there.

You can also have environmental dangers that become more or less dangerous depending on which level you are.

- Lower floors can be covered in water, hampering movement and making it harder to fight aquatic monsters.
- Lower floors can lack lighting, making the heroes unable to see beyond a few squares unless they hold a torch or an oil lamp (effect: the heroes will not be able to see ahead and won't be able to use ranged attacks). Higher floors will be over ground and can be blinding the sensitive eyes of nocturnal monsters (effect: the monsters will roll 1 less die in attack and defense and won't be able to use ranged attacks).
- Higher floors can be windier, making it easier to fall off a ledge during battle (requires Fortitude Save) or making it impossible to use ranged attacks.
- Lower floors can be colder (in arctic areas), hotter (in active volcanoes), or covered in toxic gas (in caves), forcing the heroes to make a Fortitude Save every few rounds.

As a visual aid, whenever the heroes go up or down a level, place a numbered token next to the steps (for example, 1 on one side and 2 on the other side) so you will know at which level you are currently at.



39) HANDLING POWER CREEP

Are the heroes doing incredibly well and the players begin to lose interest because of it? Here are a few organic ways for fixing that.

1) Status effects

Debuffs are a way to weaken the heroes by lowering their statistics over long periods of time (not only for 1 turn). There are 3 main types to keep in mind.

Poisons drop the maximum number of a statistic (Strength, Toughness, Body Points, Speed). They require antidotes to go away, so if you make antidotes hard to find then the debuff lasts a lot longer.

Curses make certain actions risky or with negative effects, thus preventing the heroes from spamming actions they are good at. They require exorcisms from good deities which are hard to find in evil dungeons, making the curses hard to get rid of.

Diseases are like poisons, but they can't be cured. They take a long time to come into effect and then need days until the hero recovers naturally. In practice, a hero that gets infected by the disease has to suffer its penalties throughout the following quest. Then it goes away on its own.

2) Increasing the sides of the combat dice

If you believe the heroes are doing too well because they amassed too much power and weapons with high Attack value, you can always switch 6-sided dice with 8-sided dice. These dice have 2 extra sides that can favor only the monster side. If Skulls are 1 to 3 (3 sides like before), and white shields are 4 or 5 (2 sides like before), then 6 and 7 can count as black shields (1 more side than before), while 8 can count as a black skull (a hit that counts only when monsters roll it). This way you debuff the heroes without taking away what they are currently able to do.

Using the same logic, once the heroes get even stronger you can use 10-sided dice or even 12-sided dice. Like before, 1 side will be an extra black shield, and the other side will be a black skull.

3) Splitting the team

When the heroes are doing too well as a team, you can find an excuse to split them. Proposed excuses:

1) Have a stone door dropping when 2 heroes enter a room, or have a bridge collapsing when only half of them cross it. This way their prowess is halved and monsters are twice as dangerous.

2) Have a mission where the time to accomplish a quest is limited. The heroes will never win if they explore the dungeon as one team and so they have to split for cutting the exploration time in half.

3) If you are using the experience point variant, tell the heroes that the points they earn double when there are only two heroes in a skirmish with monsters, and thus when the battles are easy they can become stronger a lot faster if they are two teams.

4) If you use the variant where Zargon can play a card with a negative effect on the heroes whenever there are no monsters in sight, advise the heroes to split, so they can cover twice the space and thus it's harder for Zargon to use his negative effects because of inactivity.

5) Make the heroes face unbeatable foes that require cunningness to defeat.

- The Wizard for example can lure the unbeatable enemy away from the other three by being the only hero the monster can see. While the three heroes run away to safety and the Wizard gets cornered, he can use a spell that lets him pass through a wall, thus escaping along with the others, while the monster is several dozens of spaces away.

- A Rogue can do something similar if you use the variant of locks, so he can shut an open door and then lock it.

- A Ranger can set traps for the monsters and then stay away from the other three heroes, so the monsters will attack him and fall on the traps.

LIFE HACKS

Simple tricks to speed up the game.

1) Roll attack dice along with defense dice during combat.

- If you have the blue dice from the Frozen Throne, use white dice only for attack rolls and blue dice only for defense rolls.

- If you don't have the blue dice, use typical 6-sided dice. 5 or 6 counts as a white shield for heroes, 6 counts as a black shield for monsters.

- Whenever you have to roll more than 6 dice (the maximum number offered by the game) just make some of them double dice, and have their results count as the extra dice above 6. If for example you have to roll 8 dice, make 2 of them double while the other 4 remain normal. The results of the double dice count as 2 symbols of that kind.

2) Don't roll dice to move the heroes. Movement dice suck. Give the heroes fixed speed in squares, just like with the monsters. Distance is almost never an issue because of how small the rooms are, and what matters more is the tactics or the abilities the heroes will use. Not if they tripped on a flagstone.

3) Roll all types of search (traps, secret passages, treasure) at the same time.

4) Before a quest begins, place a token with a question mark in every room. Remove it when the players have searched it. It will help the players to know they haven't searched a room.